

CAMERA SCRIPTSTUDIO: TC-3P/N: 02247/1526DATES: THURS. & FRI.
DECEMBER 22 & 23, 1977

BBC-1/COLOUR

RECORDING NO:
VTC/6HT/B21949TX: WEEK 6, 1978BLAKE'S SEVEN

Tx 78

Episode 6: "SEEK-LOCATE-DESTROY"by TERRY NATIONPRODUCER
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A.F.M.
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FRANCES GRAHAMDESIGNER
COSTUME DESIGNER
COSTUME SUPERVISOR
DRESSERS....TESSA SPINDLOVE/BARRY SIMMONDS/
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JUNE HUDSON
MARIANNE FORD
EVE BARKER/SUZY NEILSON*TM-1
TM-2
SOUND SUPERVISOR
GRAMS OP.
VISION MIXER
ELECTRONIC FX OPERATORBRIAN CLEMETT
PETER VALENTINE
CLIVE GIFFORD
MARTIN RIDOUT
JAMES GOULD
A.J. MITCHELLVISUAL FX DESIGNERS...IAN SCOONES/MAT IRVINE
GRAPHICS DESIGNER
PROPS BUYER
FILM EDITOR
FLOOR ASSISTANT
CREW 10: Senior CameramanBOB BLAGDEN
PAUL WOODS
MIKE ADAMS
BARBARA SIMONIN
PETER HIDER

THURSDAY, DECEMBER 22, 197712.00 - 13.00 Camera rehearsal
13.00 - 14.00 LUNCH
14.00 - 18.00 Camera rehearsal + 16mm TK Channel 36 from 14.00
18.00 - 19.30 SUPPER & LINE-UP
19.30 - 22.00 RECORD VTC/6HT/B21949 AFRIDAY, DECEMBER 23, 197710.30 - 13.00 Camera rehearsal + 16mm TK Channel 22 from 11.00
13.00 - 14.00 LUNCH
14.00 - 18.00 Camera rehearsal + 16mm TK Channel 22 from 11.00
18.00 - 19.30 SUPPER & LINE-UP
19.30 - 22.00 RECORD VTC/6HT/21949 BVT EDIT Thurs. & Fri. DEC. 29/30, 1977. 09.00 - 18.45 both daysShib. Review with DUDLEY SIMPSON: SAT. DEC. 31, 1977MUSIC RECORDING: THURS. JANUARY 12, 1978SYMPHER DUB: THURS. JANUARY 26, 1978

"BLAKE'S 7"

Episode 6: 'SEEK-LOCATE-DESTROY'

CAST LIST (in order of appearance)

GARETH THOMAS	BLAKE
MICHAEL KEATING	VILA
SALLY KNYVETTE	JENNA
DAVID JACKSON	GAN
JAN CHAPPELL	CALLY
PAUL DARROW	AVON
PETER CRAZE	PRELL
ASTLEY JONES	ELDON + Voices: Servalan's Sec. Doctor
FRANK MAHER	STUNT GUARD
PETER TUDDENHAM	ZEN's Voice
JACQUELINE PEARCE	SERVALAN
JOHN BRYANS	BERCOL
PETER MILES	RONTANE
IAN OLIVER	RAI
STEPHEN GREIF	TRAVIS
IAN CULLEN	ESCON

Non-Speaking Artists on Film:

GUARDS

MEDIC

Franklyn Arbisman
James Muir
Alan Forbes
Scott Thomas
James Muir

Douglas Roe
Terence Ward
Mark Collins

Non-Speaking Artists in Studio:

LABORATORY
TECHNICIANS

INTERROGATORS

GUARD

David Glen
William Wyatt
Jason Good
Michael Gordon-Browne
Jason Good
Michael Gordon-Browne
Lionel Sansby

"BLAKE 7" - EPISODE 6: 'SEEK-LOCATE-DESTROY'

CAST:

BLAKE Film & Studio
VILA Film & Studio
AVON Studio
JENNA Studio
CALLY Film & Studio
GAN Film & Studio
and the voice of ZEN Studio

OTHER PRINCIPALS:

TRAVIS Film & Studio
SERVALAN Studio
RONTANE Studio
BERCOL Studio
PRELL Studio
RAI Studio
ESCON Studio
SECURITY ROBOT Film
ELDON+ Servalan's Secretary (Voice) + Medic's Voice - Studio
STUNT GUARD Studio

EXTRAS:

FEDERATION GUARDS
LABORATORY TECHNICIANS
INTERROGATORS

ACTION TAKES PLACE ON PLANET CENTERO & ABOARD THE 'LIBERATOR'

SETS:

Int. Liberator's Flight Deck/Teleport Section
Int. Cypher Room) with adjoining corridor
)
Int. Store Room) both rooms also seen in "wrecked" mode
Int. Command Headquarters
Int. Limbo
Int. Travis' office * * * * *

TELECINE:

Ext. Communications Centre: Approach & Gate/Door
Int. Linking Corridor
Ext. Interrogation Block
Int. Interrogation Room and Corridor outside Room

* * * * *

MODEL SHOTS: Ext. Federation Space Station
 Sky & Liberator: Day and Night

SOUND RECORDING: VOICES FOR USE IN STUDIO

<u>PAGE NO.</u>	<u>SCENE/TK</u>	<u>CHARACTER</u>	<u>DIALOGUE</u>
3	TK 1 (end)	BLAKE	I said I'm down and somewhere in the main complex. Is Vila ready?
5	1.Teleport	BLAKE	Put him down.
6	7.Teleport	BLAKE	Phase 1 is now complete. Get an absolute locator fix on my signal. As soon as you're set, put them down
7	" "	BLAKE	Reading out ... one two three four ... one two three four ...
76	29.Command HQ	SECRETARY	(reply: Yes Madame? ..(Where is Travis?) His ship is locked in to the station's flight grid. He will dock at precisely 18.23
78	32. "	SECRETARY	Space Commander Travis' ship just docked
82	" "	SECRETARY	It's Commander Travis I told him he was to wait but he just pushed past me. He's on his way up I tried to stop him.
84	41. "	PRELL	Thorough check of salvaged material reveals no trace of parts used in manufacture of component fourteen thirty. It is virtually certain therefore that the instrument was removed <u>before</u> the explosion.

TO BE RECORDED ON FRIDAY, DECEMBER 23

Episode 6 TK SEQS. +

ASSEMBLYDescription & FX

3 Model Shots - SPACE STATION

Duration Page Nos.

- | | | | |
|-----|--|-------|-----------|
| 1. | <u>TK SEQ. 1: Starts Est. Shots etc.</u>
<u>BLAKE materializes on Centro</u>
<u>/WHITE OUTLINE FX near top of sequence/</u> | 1'17" | 98 - 100 |
| 2. | <u>TK SEQ. 2: VILA materializes, meets</u>
<u>up with BLAKE and they enter complex</u>
<u>/WHITE OUTLINE FX at very top of sequence/</u> | 4'48" | 101 - 109 |
| 3. | <u>TK SEQ. 3: GAN sets charges into</u>
<u>corridor</u> | 0'12" | 110 |
| 4. | <u>TK SEQ. 4: VILA unsuccessful in</u>
<u>stopping GUARD hit alarm. Alarm</u>
<u>raised and Vila chased by Guard</u> | 0'40" | 111 - 112 |
| 5. | <u>TK SEQ. 5: VILA shoots at Guards</u>
<u>pursuing him down corridor</u> | 0'12" | 113 |
| 6. | <u>TK SEQ. 6: Explosions.</u> | 0'11" | 114 |
| 7. | MODEL SHOT M4: Stars. Pan R. to
revolving SPACE STATION | 0'22" | 128 |
| 8. | MODEL SHOT M6: CS Wheel-shaped
SPACE STATION revolving slowly | 0'09" | 130 |
| 9. | MODEL SHOT M7: SPACE STATION at
night - illuminations on | 0'08" | 131 |
| 10. | <u>TK SEQ. 8: GUARDS drag CALLY to</u>
<u>Interrogation Room</u> | 0'30" | 115 |
| 11. | <u>TK SEQ. 9: TRAVIS interrogates</u>
<u>CALLY. BLAKE rescues her.</u>
<u>/WHITE OUTLINE FX near end of sequence/</u> | 3'33" | 116 - 124 |
| 12. | <u>TK SEQ. 10: TRAVIS' vow to get</u>
<u>Blake somehow!</u> | 0'22" | 125 |

BLAKE'S 7

Episode 6: "SEEK-LOCATE-DESTROY"

By
TERRY NATION

(Pre-Recorded on 2.12.77 VTC/6HT/B21534X - SPOOL NO. 919455)

<u>SERIES OPENING TITLES</u>	<u>DUR: approx. 0'40"</u>	<u>SERIES</u>
S/I		OPENING MUSIC
SEEK-LOCATE-DESTROY		
By		
TERRY NATION		

5 A VT CLOCK
VTC/6HT/B21949

MIX TO:

6. 3 A CAPTION 1
PLANET CENTERO IN
SPACE - one side
lit by sun

TRACK IN to SUN SIDE

(Story order: MIX to TK 1/Robot)

(From OPENING TITLES +
CAPTION: Planet Centro)

TK 1: ROBOT

TELECINE SEQUENCE 1 DUR: 1'17"

S.O.F.

Ext. Establishing
Shot of industrial complex.

V/O: Attention
please. This is planet Centro
Communications base control.
Routine robotic surveillance
now in operation.

Ext. Approach to
Communications Base. DAY

OPEN on a roadway
junction between
buildings that
offers some hiding
places.

A few seconds of
empty silence, then
we hear an approach-
ing electrical hum
and the smooth
meshing of machinery.
A regular bleeping
sound at about two
second intervals
can be heard.

A security ROBOT
glides into view.
Totally mechanical
with no humanoid
features what so
ever.

At the
top of the column
is a very stream-
lined "head" that
is capable of a 360
degree turn. Into
the head is built an
"eye" (A zoom lens),
a very powerful spot
light and the muzzle
of a flame thrower.

The SECURITY ROBOT halts in the middle of the junction, scans all around it and then begins to move slowly away.

(take out gap)

Ext. Communications Base contd.

BLAKE materialises on the spot where the ROBOT halted.

WHITE OUTLINE FX

Vulnerable and obvious in the bright light. He quickly realises his situation and sees the SECURITY ROBOT. Crouching, BLAKE runs for the cover of a building.

BLAKE crouches deeper in his hiding place, hardly daring to breathe.

The ROBOT begins a systematic scan. Its head turns and its eye tracks slowly across the area. Suddenly it spots and holds on a hanging pipe.

Without warning a gout of flame from the ROBOT incinerates it. The eye tracks on. It passes across BLAKE'S hiding place but does not discover him.

The ROBOT seems
satisfied that all
is well, and it
resumes its
patrol.

BLAKE breathes a
sigh of relief
and moves silently
to a new position.

glances up at the sky.....

VT EDIT Shot 3

BLAKE'S p-o-v SKY + LIGHT

BLAKE puts his wrist with
its travel bracelet-communicator,
to his mouth.

BLAKE: I'm down and safe. I'm
somewhere inside the main
complex. Is Vila ready?

END TELECINE 1

(story: Scene 1 - TELEPORT)

(4A 1A 5A)

1. INT. LIBERATOR'S TELEPORT. NIGHT

8. 4 A / (JENNA IS AT THE
VILA/JENNA: 1½ shot TELEPORT CONTROLS.

VILA IS EQUIPPED
WITH HIS TOOLBOX
AND DRESSED FOR
ACTION)

JENNA: (to BLAKE OOV) Hold
on ... just checking. (to VILA)
Are you ready?

9. 1 A /
VILA/JENNA with
GAN/CALLY bg

VILA: Tell him I've just worked
out a completely new strategy -
it's called running away.

JENNA: He's ready!

BLAKE: (V/O) Put him down.

JENNA: Stand by.

GAN: Come on, Vila.

PAN VILA TO
TELEPORT

(JENNA LOOKS AT VILA.
HE REALIZES HE CANNOT
GET OUT OF IT, SHRUGS
AND MOVES ONTO THE
TELEPORT AREA) /

10. 4 A
MS JENNA

5 NEXT (quickly)

JENNA: Ready?

11. 5 A
MS VILA

(JENNA OPERATES
THE CONTROLS)

12. 4 A
MS JENNA

JENNA: (into MIC) I'm putting him
down now.

(VILA BEGINS TO
DE-MATERIALIZE)

13. 1 A
TELEPORT

5 X (CSO)
VILA DEMATERIALIZES
+ Molecular Shake-Up FX

VT EDIT

CU JENNA

(Story: TK 2 next)

From Scene 1 -
Teleport

TELECINE 2: + WHITE OUTLINE FX

Ext. Approach to Communications DUR: 4'48"
Centre . Day.

S.O.F.

VILA materialises
in much the spot
where Blake appeared.
He panics slightly
and looks around
desperately. Starts
to move off quickly
and then is given a
sense of direction
as BLAKE whispers
loudly.

FX

BLAKE: (WHISPERS) Vila, over here.

VILA dashes to BLAKE
and crouches into
hiding beside him.

VILA: Where are we?

BLAKE: (WHISPERS) No noise.
There's a security robot
patrolling the area ...

VILA nods nervously
and stares ahead.

BLAKE: (WHISPERS) Sshh.. No noise.
There's a security robot
patrolling the area. As far as I can
tell we're in the outer compound ...
(POINTING) The top security
section should be back that way. Stay
close to me and keep your head
down.

BLAKE notes to move
when VILA grabs his
arm and waits him.

VILA: (WHISPERS) Why don't I
stay here and keep watch?

BLAKE: (IGNORING HIS QUESTION)
Come on.

~~BLAKE dodges out of cover. VILA shrugs helplessly and follows a moment later.~~

The TWO MEN make a crouching run across the open area and into shadow. They appear again for an instant and then vanish around a corner.

ANOTHER ANGLE: BLAKE and VILA slip into sight at the corner of a building. They are at the end of a short roadway that runs between two high walls or buildings. At the other end of this roadway is an impressive security ~~gate or entrance.~~

BLAKE and VILA run across the roadway to the gate.

Ext. Gate/Door of Communications Centre. DAY

BLAKE: There it is! That must be the way in. Can you open those gates or are you going to have to climb them?

VILA casts a professional eye over the gate.

VILA: You won't go over it ... that'll have every detector device you can imagine and a few more besides... I'll have to get a closer look at the locking system ...

BLAKE: Alright ... I'll keep watch.

TK 2: BLAKE/VILA
enter base

VILA nods and slips out of cover to run silently up to the gate. BLAKE remains at the corner, as lookout.

We GO TO the gate with VILA. Very near the gate is a waist high "box" with some electronic equipment and a slot.

In the walls that make the corridor up to the gate is a single solid door. On his way to the gate VILA tries the door and shows that it is very firmly locked. VILA proceeds to the gate and examines the locks and the electronic box beside it. He becomes absorbed in his work.

He takes a stylus or the like from his pocket and very delicately touches the wire. There is an instant glaring flash. When VILA looks at the stylus we see that it has charred away to almost nothing. He resumes his examination.

BACK ON BLAKE who is watching from the corner. From another corner some distance behind him we see a SECURITY ROBOT turn into sight and start toward BLAKE. Alerted by the sound he turns and sees it.

TK 2: BLAKE/VILA
enter base

BLAKE calls a warning
up to VILA in a loud
whisper.

BLAKE: Vila! Take cover! Vila!

As he calls the
warning, BLAKE makes
a crouching run to
some cover.

RESUME ON VILA who
clearly has not heard
the warning properly.

BLAKE: Vila!

VILA: (VAGUELY) Oh. Yeah.

VILA gives his
attention back to
the check.

ANGLE ON THE APPROACHING
ROBOT and INTERCUT WITH
BLAKE who is helpless
to do anything about
further warning VILA
without revealing
himself.

BLAKE prepares to take
some sort of diversionary
action to distract the
ROBOT.

The ROBOT moves into
a position where it
could see VILA, but
for the moment, its
head is scanning in
another direction.

VILA finishes his work,
turns, sees the ROBOT
and reacts. He seems
frightened in the open.

TK 2: BLAKE/VILA
enter base

FAVOUR THE ROBOT
as its head slowly
swings to look up
the roadway to VILA.
When the head turn-
is complete, BLAKE
to BLAKE:

The roadway and gate.
No sign of VILA or
any living thing.

The ROBOT completes
its check and then
moves away. When it
is safe to go on.

BLAKE moves from his
hiding place and
hurries to the roadway
and up to the gate.
Staring around he is
baffled by Vila's
disappearance. He
calls softly:

BLAKE: Vila!

The door at the side
of the roadway opens
gently and VILA peers
out.

VILA: (OOV) Has it gone?

He moves out to join
BLAKE.

BLAKE: How did you get in there?

VILA: There isn't a lock I can't open...
if I'm scared enough.

BLAKE grins at him
and then looks at
the gate.

TK 2: BLAKE/VILA
enter base

BLAKE: Are you scared enough for that one?

VILA: What do you think?

VILA uses some small tools from his pocket and quickly removes a panel from the control box to reveal a complex of electronic components. He is extremely dextrous and carries out his work with the precision and expertise of a conjurer. As he works:

BLAKE: How does it work?

VILA: Anybody authorised to go through the gate has a physio-psycho pattern registered in the central computer. Hold this. When he wants to go through, this scans him and feeds the reading back to the computer....

Ext. Communications Centre:
BLAKE's p-o-v (Panning shot)

Ext. The Gate
Resume on VILA working on the gate with BLAKE standing by

All you've got to do is intercept the feedback from the computer. Convert a refusal signal into a recognition pattern....

Now you stand in front and I'll press the scan button ...

BLAKE: Sounds foolproof.

VILA: No, no, all you've got to do is intercept the feedback from the computer. Convert a refusal signal into a recognition pattern. Stylus! Stylus - all clear!

VILA does a last check on his handiwork and - satisfied, nods to BLAKE.

BLAKE: Yes.

VILA: Now you stand in front and I'll press the scan button ...

BLAKE stands in
front of the
machine and
presses a button
on its face. The
machine whirrs and
BLAKE is bathed in
a brief green glow.
The glow cuts out.

VILA counts off
silently: then
to himself:

VILA: Retrieval system. No
record. Refusal signal ...
now!

At what seems the
precise right moment
something
The gate swings open

A series of clicks
free the gate locks
and the gate slides
(or swings) open.
The exchange
is a look of satisfaction.

BLAKE: (OOV) Nice going.

VILA: Any very talented person
could have done it.

BLAKE leads the way
through the gate
which closes after
them and they vanish
into the complex
just as the SECURITY
ROBOT appears again at
the end of the roadway.

BLAKE: (OOV) Come on!

Ext. Communications Centre. DAY

BLAKE and
VILA moving through
the area. A lurk and
skulk sequence where

they narrowly miss
being spotted by
small heavily armed
patrols of FEDERATION
TROOPS.

Ext. Near Door to Communications Centre. Day

BLAKE and VILA dive
into cover at a point
where they can see
the main door to the
principal building.
TWO GUARDS stand at
the door. BLAKE
surveys the situation
then gives his
instructions to VILA
in a voice we cannot
hear. VILA nods his
understanding. BLAKE
darts from his hiding
place and moves
swiftly away.

VILA waits for a
moment, and then,
bracing himself
steps boldly out
from hiding and
strolls across towards
the GUARDS. They
become alert as he
approaches.

VILA gives the GUARDS
a friendly nod. They
watch him closely.

VILA: Hello there... How are
you? Excuse me wandering about
on your premises but I
wonder if you could
help me? I'm an escaped
prisoner. I was a thief but re-
cently I've become interested
in sabotage..... in a small
way you understand, nothing too
ambitious. I hate vulgarity,
don't you? Anyway I've come to
blow something up. What d'you
think would be most suitable?

Taken aback, the
GUARDS are slow to
react, but VILA
has their total attention.

As the GUARDS start to react, BLAKE moves up behind them and chops one across the back of the neck. He falls, immediately unconscious. As the SECOND GUARD starts to turn VILA hits him on the head with his toolbox. He doubles up. BLAKE slugs him.

VILA: Blake, don't leave me!

Int. Corridor

BLAKE moves along the corridor - urgent now and gun in hand.

Ext. Communications Centre.

VILA drags the unconscious GUARDS around the corner and out of sight, then hurriedly enters.

Int. Corridor/T-Junction. DAY

BLAKE/VILA meet in the corridor.

At T-Junction -

BLAKE: Oy!

VILA: You gave me such a shock
I

BLAKE & VILA separate

(Story: MODEL SHOT 2 - Liberator CS)

MODEL SPOOL 612968

EDIT FROM TK SEQ. 2 - VILA/BLAKE inside
Communications Base

MODEL SHOT 2

Liberator in space. NIGHT
Slow TRACK IN to CS

EDIT TO Scene 2 - TELEPORT

From TK 2 - BLAKE/VILA
enter base
MODEL SHOT 2 - Liberator

(4A 1A 5A)

2. LIBERATOR'S TELEPORT SECTION. NIGHT.

28. 5 A _____ / (JENNA AT THE CONTROLS.
CALLY/GAN/AVON
WITH JENNA F/G
AVON PACKING 2 CHARGES
INTO GAN'S BAG.)

T/I to AVON/GAN

AVON: All you've got to do with these is
find some sort of metal surface and
they'll stick fast.

GAN: Right.

(CALLY BRINGS 2 MORE
CHARGES FOR GAN)

29. 1 A _____ /
PAN

CALLY: They're taking too long.

30. 4 A _____ /
MS JENNA

AVON: That's the trouble with
heroics. They seldom run to
schedule.

31. 5 A _____ /
2S: GAN/CALLY

JENNA: They'll find it. There's not
going to be a sign up there:
'this way to the cypher room'.

GAN: They may need help.

32. 4 A _____ /
MS AVON

CALLY: I think so too.

AVON: They'd have called in.

33. 1 A _____ /
2S: AVON/JENNA

JENNA: Avon's right.

AVON: I usually am.

On 1

On 1
Shot

33

- 18 -

2: Teleport

JENNA: (IGNORING HIM) Blake
says wait - So we wait.

(THE GROUP RELAPSE
INTO SILENCE AGAIN.

JENNA NERVOUSLY
CHECKS THE TIME
PIECE)

(Story: Sc. 3 - Corridor outside
Cypher Room)

- 18 -

(2A)

3. INT. CORRIDOR OUTSIDE CYPHER ROOM. DAY

48. 2 A _____/
BLAKE/VILA appear -
and on, as stage
directions

(BLAKE & VILA APPEAR
IN CORRIDOR. THEY:

APPROACH DOOR,

PEEP THROUGH WINDOW,
THEN DART BACK AS
THE DOOR OPENS.

PRELL COMES OUT AND
CROSSES WITH

A WASTE BIN.

PRELL GOES BACK INSIDE
CYPHER ROOM AND CLOSES
THE DOOR)

HOLD BLAKE/VILA

1 NEXT - CYPHER ROOM

On 2
Shot 48

- 20 -

4: Cypher Room

(1B 3B)

4. INT. CYPHER ROOM. DAY.

49. 1 B
on LAB. TECH. 'TARN'
JOINED BY PRELL

(GUARD B/G)

(FROM BLAKE'S
V.P. THROUGH
THE PANEL.

WE SEE THE
INTERIOR OF THE
ROOM. IT IS
DECKED OUT WITH
A HUGE ARRAY
OF COMMUNICATIONS
EQUIPMENT.

THERE
ARE TWO LABORATORY
TECHNICIANS: 'TARN' & 'LUXOR',
AND ONE ARMED
GUARD. THE GUARD IS RELAXED.

THE SENIOR
TECHNICIAN IS
PRELL. HE AND HIS TWO
ASSISTANTS ARE QUIETLY
AND EFFICIENTLY OPERATING
AMONGST THE INSTRUMENTS.

2 NEXT - CORRIDOR

- 20 -

On 1
Shot.50

5: Corridor o/s
Cypher Room

- 21 -

(2A)

5. INT. CORRIDOR, OUTSIDE CYPHER ROOM. DAY

51. 2 A
BLAKE AND VILA
GETTING READY
FOR ACTION

(BLAKE LOOKS
AT VILA AND MIMES
"READY?"

VILA CONFIRMS,
AND BOTH MEN
READY THEIR
WEAPONS. THEN
WITH A NOD
TO VILA, BLAKE
HURLS OPEN THE
DOOR AND THE TWO
MEN BURST INSIDE)

1 NEXT - CYPHER ROOM

- 21 -

(1B 3B)

6. INT. CYPHER ROOM. DAY.

52. 3 B
LUXOR AND GUARD
ACTIVITY -
BLAKE/VILA BURST IN

(PRELL AND
THE TECHNICIANS
AND GUARD ARE
TAKEN TOTALLY
UNAWARE.

BLAKE AND
VILA COVER
THEM WITH THEIR
WEAPONS)

BLAKE: Stand still! Vila, get
his gun.

(AFTER THEIR
INITIAL SHOCK
THE FEDERATION
MEN OFFER NO
RESISTANCE
UNDER THE
MENACE OF THE
WEAPONS. /

53. 1 B
GO WITH VILA
THEN BLAKE COMES F/G

VILA QUICKLY
DISARMS THE
GUARD, THEN
MOTIONS EVERYBODY
ACROSS THE ROOM)

VILA: Alright, all of you, over there
against the wall. Quickly.

(THEY ARE SHEPHERDED
AGAINST THE WALL
AND VILA KEEPS
THEM COVERED. THE
INSTANT THE TAKE-
OVER IS COMPLETE
BLAKE USES HIS
WRIST COMMUNICATOR)

BLAKE: Jenna - we've found it! Stand
by.

(Story: Sc. 7 - TELEPORT)

(4A 1A 5A)

/GAN + CHARGES/

7. INT. LIBERATOR'S TELEPORT SECTION.
NIGHT.

13A. 1 A _____ / (THE WAITING CREW
CU LOUDSPEAKER RESPOND WITH
EXCITEMENT AS
BLAKES VOICE IS
HEARD THROUGH THE
SPEAKERS:)

/GRAMS: Tape
/BLAKE'S V/O/

14. 5 A _____ /
AVON/CALLY/GAN
COMING TO JENNA

BLAKE: (V.O.) Get an
absolute locator fix on my signal.
As soon as you're set, put them
down ...

JENNA: Right.

(JENNA OPERATES
THE LOCATOR SECTION
OF THE TELEPORT
INSTRUMENT PANEL.

THE INSTRUMENT IS
AN ILLUMINATED PANEL
OF TRANSLUCENT
GLASS WITH A GRAPH
HATCHING.

A PIN POINT OF
LIGHT SHOWS IN
ONE OF THE GRAPH
SQUARES, WHILST
A SMALL GLOWING
CIRCLE OF LIGHT
CAN BE SHIFTED
ACROSS THE SCREEN.

THE OBJECT IS TO
MOVE THE CIRCLE
UNTIL IT EMCOMPASSES
THE PIN-POINT OF
LIGHT)

AVON: It had better be right...A
fraction out and you could put us
down in the middle of the security
barracks.

1 NEXT

JENNA: Don't tempt me.

(JENNA CENTRES THE
LIGHT IN THE CIRCLE)

Blake, can you give me a voice
check?

GRAMS: Tape
BLAKE'S V/O

BLAKE: (V.O.) Reading out ... One
two three four ... one t.....

15. 1 A
CU GRAPH with JENNA
Z/I to GRAPH

JENNA: (INTERJECTING) Right, that's it.
got it ... Locked on ...

(SHE NODS ACROSS
TO THE OTHERS)

16. 5 A
GROUP A/B

Ready?

AVON/CALLY/GAN
MOVE TO TELEPORT
(off JENNA)

(THEY ALL MOVE INTO
TELEPORT POSITION.
WHEN THEY ARE SET:)

17. 4 A
MS JENNA

Good luck.

(SHE TAKES A DEEP
BREATH AND OPERATES
THE CONTROL. THE
TRIO DE-MATERIALISE.

JENNA: I'm putting them down
now!

End of Scene 7/Beginning Scene 8

18. 1 A
TELEPORT

(BACKGROUND CHANGES
BEHIND GROUP: FROM
TELEPORT TO CYPHER ROOM
ON CENTERO)

5 X (CSO)
AVON/GAN/CALLY
DEMATERIALIZE +
Molecular Shake-Up FX

(3B 5X - CS0)

8. INT. CYPHER ROOM. DAY.

(CALLY, AVON AND GAN
MATERIALISE IN THE
CENTRE OF THE ROOM.)

8. contd. CYPHER ROOM

20. 3 B
PRELL/TARN/
LUXOR/GUARD b/g

BLAKE f/g

(GROUP CROSS TO BLAKE.
BLAKE SPEAKS TO AVON, GAN &
THEN TO JENNA VIA HIS
BRACELET)

BLAKE: Do you know what you are
looking for? All the equipment
here?

GAN: All here.

BLAKE: Down and safe. Well
done Jenna.

(Story: Sc. 9 - TELEPORT)

(4A 1A 5A)

9. INT. LIBERATOR'S TELEPORT SECTION.
NIGHT.

34. 1 A _____ / (JENNA GIVES A
MS JENNA - GREAT SIGH OF
SIGHS & SITS BACK RELIEF, GRINS,
AND STARTS
WORKING WITH CALCULATOR)

Z/I

(Story: Sc. 10 - CYPHER ROOM)

(1B 3B)

10. INT. CYPHER ROOM. DAY.

54. 1 B / (BLAKE ISSUES HIS
GROUP - WITH ORDERS TO VILA, CALLY,
BLAKE GIVING ORDERS GAN & AVON AND THEY
ALL RESPOND QUICKLY)

NB: GAN TAKES
2 CHARGES WITH
HIM & LEAVES 2
BEHIND

BLAKE: Vila ... back down to the
entrance ... keep the door covered ...
Cally, Gan ... get the prisoners
out of here. Find somewhere to
hold them. Cally, you stay with
them ... Gan, when you've started
setting charges come back in here ...
Alright Avon ...

(VILA EXITS QUICKLY.
CALLY AND GAN HERD
THE UNRESISTING
PRISONERS OUT OF
THE ROOM.

GO WITH PRISONERS

WE CONCENTRATE ON
BLAKE AND AVON WHO
BEGIN TO EXAMINE THE
EQUIPMENT, OBVIOUSLY
SEARCHING FOR ONE
PARTICULAR PIECE.

AFTER A FEW MOMENTS
AVON LOCATES WHAT
THEY WANT.

IT IS A METALLIC CYPHER
TUBE ABOUT EIGHTEEN
INCHES LONG AND
FOUR INCHES IN
DIAMETER. A LINE
OF ONE INCH SQUARE
KEYS AND LIGHTS
RUNS THE FULL LENGTH
OF THE TUBE, WHICH
IS SET LENGTHWAYS
INTO A CONSOLE SO
THAT THE KEYS AND
LIGHTS ARE UPPERMOST)

55. 3 B
AVON JOINED
BY BLAKE

AVON: Blake!

AVON: This is it ...

(THEY BOTH EXAMINE IT)

BLAKE: You're sure?

AVON: It's been updated since the last one I saw, but it's still the same basic instrument ...

BLAKE: You're absolutely positive.

AVON: Yes.

BLAKE: Good ... disconnect it.

(AVON TAKES TOOLS
FROM HIS POCKET AND
GOES TO WORK TO
DISCONNECT IT.)

BLAKE CROSSES TO
THE DOOR AND STANDS
A WARY GUARD)

(Story: Sc. 11 - STORE ROOM/
Prisoners' entrance)

From Sc. 10 - CYPHER ROOM

(1C 2B)

11. INT. STORE ROOM. DAY.

(Prisoners' entrance)

(STORAGE ROOM FOR
MAINTENANCE
EQUIPMENT, AND
ELECTRONIC SPARES
WHICH LINE RACKS
AROUND THE WALL.

THERE IS A STEEL
TABLE TO ONE SIDE.

79. 2 B (R.of set) /
LS GAN/CALLY &
PRISONERS ENTER
CRAB L.

THE DOOR IS THROWN
OPEN AND THE FEDERATION
PRISONERS ARE HUSTLED
INSIDE.

CALLY AND GAN MOTION
THEM TO STAND WITH
HANDS RAISED AND
FACING THE RACKS.

THEY MOVE INTO
POSITION AND CALLY
COVERS THEM WITH
HER WEAPON)

CALLY: (AD LIBS) Move on, move on.
Stand facing those racks
and keep your hands up.

GAN exits and
closes door

GAN: Can you handle it Cally?

(CALLY NODS AND GAN
EXITS)

80. 1 C
PRELL/CALLY

CALLY: Now then, don't move.

(Story: TK 3 - GAN
setting charges)

TELECINE 3 DUR: 0'12"

S.O.F.

Int. Linking Corridor. DAY

GAN starts along the corridor. Halts and takes from his pocket a disc about two inches in diameter and a quarter inch thick. On the front of this is a timer. A twist and it starts to tick back to zero.

GAN sets the timing mechanism and then presses the self adhesive disc to the wall.

GAN moves further along the corridor and does the same again.

(Story: Sc. 12 - CYPHER ROOM)

From TK 3
GAN setting CHARGES
in CORRIDOR

- 31 -

12: Cypher Room

(1B 3B)

12. INT. CYPHER ROOM. DAY.

56. 3 B START CLOSE ON CYPHER. PULL BACK (BLAKE ON GUARD
AVON WITH TO AT THE DOOR.
BLAKE B/G

AVON IS PROGRESSING
WELL IN THE JOB OF
DISCONNECTING THE
TUBE.

GAN ENTERS

GAN ENTERS)

57. 1 B
GAN/BLAKE

GAN: I've set the charges down
the corridor

BLAKE: Alright ... set a couple
in here ...

GAN X's

GAN: (SURPRISED) Two? One would
be sufficient.

BLAKE: I want total destruction ...
so that nothing can be recognised.
If they sort through the debris
and find the cypher machine is
missing all they'll do is simply
change their code and we'll have
wasted our time.

PAN to BAG OF
EXPLOSIVE CHARGES

GAN NODS HIS UNDER-
STANDING AND PICKS
UP TWO MORE CHARGES)

AND STAYS TO
POSITION THE CHARGES.

BLAKE REFINES
HIS GUARD AT THE
DOOR)

(Story: Sc. 13 - STORE ROOM
'Door click')

- 31 -

From Sc. 12 -
CYPHER ROOM

13: Store Room

(2B 1C)

13. INT. STORE ROOM. DAY.

(Door click)

81. 2 B
PRELL/CALLY

CALLY X's to DOOR
EASE OFF PRELL

(CALLY, HAWK EYED
AND VERY MUCH IN
COMMAND OF HER
PRISONERS, HOLDS HER
GUN AT PRELL'S BACK.

SHE CROSSES TO LISTEN
AT THE DOOR.

82. 1 C
PRELL SEARCHING
FOR MISSILE

CALLY ENTERS
SHOT BEHIND BRIEFLY

PRELL STARTS INCHING
HIS HAND DOWN TOWARDS
A MISSILE.

CALLY CLOSES THE DOOR
AND PRELL PUTS HIS
HAND UP AGAIN.

CALLY CROSSES BACK
TO STAND BEHIND HIM)

(story: Sc. 14 - CYPHER ROOM)

From Sc. 13 -
STORE ROOM 'Door click'

(1B 3B)

14. INT. CYPHER ROOM. DAY

58. 1 B / (GAN IS FIXING HIS
BLAKE/GAN EXPLOSIVE CHARGES
TO THE WALL, WITH
PAN GAN TO AVON BLAKE ON GUARD.
AS HE SETS UP BLAKE DIRECTS GAN)
EXPLOSIVES

BLAKE: Over there!

(GAN X'S TO D/S
COLUMN)

AVON X'S
BEHIND GAN

AVON: Gan ...

IN ON TIMER

(GAN CROSSES TO
AVON WHO IS BUSY
DISCONNECTING THE
CYPHER TUBE)

/SYMPHER DUB:/
Ticking

(Story: TK 4 - Alarm raised
Vila chased)

From Sc. 14 - STORE ROOM
(Gan fixing charges)

TK 4: Alarm raised /
Vila chased

TELECINE 4: DUR: 0'40 "

S.O.F.

Ext. Communications Centre. DAY

VILA at the entrance
door. He has it fraction-
ally open and is peering
out.

The TWO GUARDS are still
on the ground coming round
after their blow and rising.

Showing VILA peering
from the half open door
and then reversing to
show the area outside
the door.

A SECURITY ROBOT trundles
into view moving about
generally.

VILA withdraws his head
sharpish.

The ROBOT continues
its movement.

TK 4 contd.

TK 4 contd.

TELECINE 4 contd.

(Ext. Communications Centre.) DAY

VILA looks out again,
cautiously.

One of the GUARDS
runs for an alarm device fixed
to the wall nearby.

VILA turns and sees him and
runs forward too. He
dives at the GUARD a
fraction too late.

The GUARD hits the alarm.
Instantly there is an
uproar of sirens.

VILA knocks the GUARD back
to the ground. Another
GUARD has seen this and
chases after VILA.

(Story: Sc. 15 - CYPHER ROOM)

(1B 3B)

15. INT. CYPHER ROOM. DAY.

/FX: ALARM BELL/

59. 1 B / (THE ALARM SOUND
BLAKE AT DOOR - CLEARLY HEARD)
HE X's R. oos
AS GAN ENTERS
FRAME & X's TO
DOOR BLAKE: That's done it ... Gan,
watch the door ...

60. 3 B (BLAKE CLOSES DOOR) /
AVON - JOINED
BY BLAKE (to AVON) How are you doing?

(AVON IS TRYING TO PULL
THE TUBE FROM ITS
MOUNTING IN THE CONSOLE)

AVON: The main holders are
released but I still can't get
it free.

(BLAKE TRIES)

It's secured by something I
can't quite fathom. (CALLS)
Gan!

(GAN DOWN TO DESK)

GAN: Better stand back ...

61. 1 B /
PAN BLAKE
TO TIMER BLAKE: Avon, keep an eye on the
door.

(GAN X's TO THE CONSOLE
AND STARTS TO HEAVE.
UNDER HIS INCREDIBLE
STRENGTH WE SEE THE
COVER BENDING. HE
PAUSES FOR A BREATH
THEN BEGINS AGAIN:

On 1
Shot 61

15: Cypher Room

/ALARM FX/

BLAKE DARTS TO
LOOK AT ONE OF THE
CHARGES. WE SEE,
AS DOES HE, THAT
THERE IS VERY LITTLE
TIME LEFT TO
DETONATION)

BLAKE: Come on Gan, hurry it up -
hurry up.

(Story: TK 5 - Vila fires
at guards)

TELECINE 5

DUR: 0'12"

S.O.F.

Ext. Communications Centre. DAY

VILA pursued by several GUARDS;
They all run up to and push
through the iron door & enter.

Int. Linking Corridor. DAY

From a position further
back up the corridor
VILA fires a blast
from his weapon. A
few of the LEADING
GUARDS fall.

Those behind return
the fire and crowd on
in over their fallen
companions.

VILA backs up and then
turns and runs.

(Story: Sc. 16 - STORE ROOM
'Vila's joke')

From TK 5 -
Vila fires at Guards

16: Store Room

(1C 2B)

(Vila's joke)

16. INT. STORE ROOM. DAY.

FX: / THE ALARMS SOUNDING
LOUDLY. THE SOUND
OF FIRING. /

83. 1 C / (CALLY IS STANDING
PRELL/CALLY HALF-WAY BETWEEN THE
(Vila enters OOS) DOOR AND PRISONERS
WHEN IT BURSTS OPEN
& VILA RUSHES IN.

84. 2 B
PAN VILA to CALLY MEANWHILE, PRELL TRIES
AGAIN TO REACH THE
MISSILE)

VILA: Cally -

CALLY: What ?

LET VILA GO OOS.L. VILA: I've just been spotted. The
HOLD CALLY alarms are ringing. I thought
you ought to know.

85. 1 C (VILA EXITS.)
PRELL/CALLY CALLY JUST SEES PRELL'S
ARM MOVING BACK UPWARDS)

CALLY: I thought I told you not
to move.

(Story: Sc. 17 - CYPHER ROOM)

(2C 1B 3B)

17. INT. CYPHER ROOM.& CORRIDOR. DAY

/ALARM FX/

62. 1 B / (VILA RUSHES IN &
VILA RUSHES IN TO AVON LEAVES THE DOOR OPEN)

AVON: What are you doing here?

VILA: What do you think?

BLAKE: Lock the door!

GUARD LOOKS IN
AT GLASS DOOR

(VILA QUICKLY LOCKS
THE DOOR.
A GUARD'S HEAD APPEARS
AT THE DOOR)

63. 2 C BLAKE FIRES GUN BLAKE: Get down, both of you!

(BLAKE FIRES AT THE
GUARD)

CORRIDOR VT Edit Shot 116

(THE GUARD IS
BLOWN BACK)

64. 1 B / Int. CYPHER ROOM continued
BLAKE/AVON/VILA
PUSHING CABINET
AGAINST DOOR

(BLAKE, AVON AND VILA
PUSH A PIECE OF
EQUIPMENT ACROSS THE
DOOR AND MASK THE
SMALL WINDOW.

BLAKE CROSSES R. OOS.

ALMOST IMMEDIATELY WE
HEAR THE POUNDING OF
THE FEDERATION GUARDS
AS THEY TRY TO BREAK
IN)

65. 3 B
GAN JOINED BY BLAKE

On 3
Shot 65

- 41 -

17: Cypher Room

ALARM FX

BLAKE: How are you doing?

GAN: I've broken two
connexions - just two to go.

BLAKE: We've got one
minute left.

(SPEAKS INTO COMMUNICATOR)

BLAKE: Stand by Jenna ... We're
going to have to get out very fast.

(Story: Scenes 18 - 18B
Cally's fight seq.)

- 41 -

From Sc. 17 -
CYPHER ROOM

18: Store Room

(Cally knocked out)

(1C 2B)

18. INT. S.TORE ROOM. DAY.

ALARM FX

86. 1 C
CALLY SEEN
BETWEEN PRELL & GUARD
Z/I WITH HER AS
SHE X's R.

(MUCH CRASHING NOISE
FROM THE CORRIDOR
TAKES CALLY'S
ATTENTION FOR JUST
LONG ENOUGH TO BE
OFF-GUARD.)

/Q PRELL/

87. 2 B
MS PRELL THROWS
MISSILE

PRELL SPINS AND HEAVES THE METAL CANNISTER. IT DEFLECTS HER WEAPON, PRELL: Come on, get out!

/Q CALLY/

88. 2 B
CALLY STRUCK AND
ATTACKED BY PRELL.
EASE TO SEE HER
KNOCKED OUT BY GUARD

AND IN AN INSTANT,
PRELL LEAPS AT HER.
SHE STRUGGLES VIOLENTLY
BUT PRELL HOLDS HER.

THE GUARD HITS HER HARD
AND SHE FALLS TO THE
GROUND.

PRELL LEAVES THE
GUARD IN CHARGE)

PRELL: Watch her! You three come
with me ...

PAN DOWN TO
CALLY'S BODY

(NB: SEE 'NO
BRACELET')

(HE LEADS HIS MEN
OUT. CALLY LIES
ON THE GROUND.)

RECORDING PAUSE: Corridor next - Scene 18A

From Sc. 18.
Cally knocked out

18A: Corridor

REMOVE CALLY'S BRACELET

(3X)

18A. INT. CORRIDOR OUTSIDE STORE ROOM. DAY

/ALARM FX/

89. 3 X
PRELL/TARN/LUXOR/ELDON
RUN DOWN CORRIDOR
AND X L. PAST CAM.

(PRELL AND HIS
ASSISTANTS 'TARN' &
'LUXOR' RUN DOWN
CORRIDOR)

RECORDING PAUSE: Store Room next - Sc. 18B

(5B 1C 2B)

18B. INT. STORE ROOM. DAY

90. 2 B / (THE GUARD PICKS UP ALARM FX
GUARD PICKING UP
CALLY'S GUN &
EXAMINING IT
CALLY'S GUN AND PLACES
IT DOWN, AFTER
LOOKING AT IT WITH
CURIOSITY.
CALLY IS LYING PRONE
ON THE FLOOR.
THE GUARD MOVES
TO THE DOOR) V/O -
SYPHER DUB
91. 1 C
CALLY LYING ON FLOOR -
'UNCONSCIOUS'
92. 2 B V/O: (PRELL) Attention please.
GUARD MOVING TO This is Base Control Red Alert.
DOOR & LOOKING OUT All Security personnel to report
to number one command post
immediately.

TELECINE SHOT (VT EDIT)

Ext. Communications Base. DAY

Group of GUARDS, running
to camera through complex,
guns at the ready.

93. 2 B / INT. STORE ROOM continued
CALLY ENTERS
SHOT WITH GUARD -
THEY FIGHT
(CALLY, WHO HAD SEEMED
TO BE LYING UNCONSCIOUS,
GETS TO HER FEET
QUICKLY AND LAUNCHES AT
THE GUARD. CALLY DISPATCHES
HIM BY KNOCKING HIM
AGAINST A STORAGE RACK
AND THERE IS A LANDSLIDE
OF EQUIPMENT.
94. 5 B
CONTENTS OF
SHELF CRASH
95. 1 C
GO WITH GUARD -
HE FALLS
THE GUARD FALLS.
96. 2 B
CALLY FINDS
BRACELET GONE -
SHE X'S C. CALLY BECOMES AWARE THAT
HER BRACELET HAS GONE.
FRANTICALLY SHE STARTS
TO SEARCH FOR IT AMONGST
THE SCATTERED EQUIPMENT.)
97. 5 B
CALLY SEARCHES
AMONGST FALLEN
EQUIPMENT

From Sc. 18B -
STORE ROOM/Cally wins'

19: Cypher Room

(2C 1B 3B)

19. INT. CYPHER ROOM. DAY.

/ALARM FX/

66. 3 B / (GAN FINALLY PULLS
AVON/GAN/BLAKE THE TOP FROM THE CONSOLE
AND GRABS THE TUBE)

66A. 1 GAN: Got it! /
MCU BLAKE

BLAKE: Right everything into the bags.

(AVON & GAN PUSH CYPHER
TUBE INTO GAN'S BAG)

67. 2 C
PAN UP TO
GAN/AVON/BLAKE

(BLAKE SPEAKS
INTO HIS COMMUNICATOR)

GO IN ON
BLAKE

BLAKE: Jenna, stand by to
bring us up in about twenty
seconds.

(Story: Sc. 20 - STORE ROOM
'Cally searching')

From Sc. 19 -
CYPHER ROOM

20: Store Room
21: Cypher Room
20 cont. Store Room

(1C 3c)

(Cally searching)

20. INT. STORE ROOM. DAY.

ALARM FX/

98. 1 C / (CALLY MAKING HER
CALLY SEARCHING FRANTIC SEARCH SEES
among FALLEN HER BRACELET FAR
CYLINDERS UNDER THE TABLE.
SHE GETS ON HER
HANDS AND KNEES
AND STARTS TO CRAWL
FOR IT)

(VT EDIT)

(3C 5X - CSO)

21. 3 C / 21. INT. CYPHER ROOM. DAY
CYPHER ROOM

22. 5 X (CSO) (BLAKE, AVON, VILA, GAN
BLAKE/GAN/VILA/AVON DEMATERIALIZE - GAN CLUTCHING
DEMATERIALIZE - CYPHER TUBE TO HIS CHEST)
WHITE OUTLINE

BLAKE: Now!

GRAMS:
TICKING

20. INT. STORE ROOM continued. DAY

S/I

99. 3 C
TRACK IN to
BCU TIMER

(Story: Sc. 21 - CYPHER ROOM
dematerialization)

TELECINE SEQUENCE 6

DAY: 0'11"

S.O.F.

Ext. Communications Centre. DAY

5 big bangs, flashes,
smoke, etc. in quick
succession. (vertical explosions)

running up to building.

Ext. Iron Door DAY

Another explosion - dust
belches out from the doorway (horizontal)

Ext. Communications Centre.

Fire envelops the complex.
Pull back.

(Story: Sc. 23 - WRECKED STORE ROOM)
Cally motionless

From TK 6 -
Explosions

23: Wrecked Store Rm.

(Cally motionless
on rostrum)

(1C 2B)

23. INT. WRECKED STORE ROOM. DAY

/WITH SMOKE FX/

238. 1 C /
ROOM WRECKED

CRAB L. TO SEE
CALLY

AND IN TO
CU HAND/BRACELET

(CALLYS FINGERS ARE
WITHIN INCHES OF
THE BRACELET AS THE
EXPLOSION BRINGS
DOWN THE WALLS.

WE SEE HER APPARENTLY
BURIED IN THE FALL
OF DEBRIS.

AS THE DUST CLEARS
A LITTLE WE SEE ONLY
HER HAND. UPTURNED
AND LIFELESS A FEW
INCHES FROM THE
PRECIOUS BRACELET.

SHE IS APPARENTLY
DEAD)

(Story: Model Shot 3 -
Liberator receding)

VT EDIT after Scene 23 - WRECKED STORE ROOM
Cally motionless

MODEL SHOT 3 MODEL SPOOL 612968

Ext. Liberator in Space.
Night.

MODEL (STOCK)

WE SEE Liberator move
away swiftly from camera
into distance - becomes
small in frame C.

EDIT TO Scene 24 - TELEPORT

From Model Shot 3
LIBERATOR receding
fast

24: Teleport

(5A)

34A. 1 _____ / 24. INT. TELEPORT SECTION. NIGHT
CS CYPHER TUBE
OUT OF GAN'S BAG

35. 5 A _____ / (GAN AND JENNA AT
4S: CALLY/AVON/ DESK - WITH THE
VILA/JENNA CYPHER TUBE)

TRACK IN

JENNA: So, you got it.

GAN: Yes. It was close though.

(AVON & VILA CROSS
TO DESK)

AVON: (ANGRILY) Too close!
Another few seconds and we'd have all
been blown up! (THROWS TOOLBOX
AT VILA)

VILA: Well, it wasn't my fault.

AVON: Well, whose fault was it? I
thought you were supposed to hold
them off in that corridor!

VILA: You were supposed to
disconnect that thing, not rely
on Gan to tear it loose with
his teeth.

JENNA: All right, all right.
Now calm down. Are you sure this
is it? It doesn't look like
much.

(JENNA LIFTS TUBE
AND THEY CLUSTER
ROUND)

From Sc. 24 -
TELEPORT

26: Flight Deck

(3D 1E 4B)

26. INT. LIBERATOR'S FLIGHT DECK. NIGHT.

118. 1 E / (BLAKE MOVES TO STAND IN
BLAKE ENTERS TO ZEN FRONT OF THE ZEN VISUAL)
GO IN PAST BLAKE BLAKE: Zen retaliation status report.
ZEN: Detectors confirm massive
launch of long range interceptor
rockets. They have locked on to
119. 4 B /
MS BLAKE BLAKE: How long before we outrun
them?
120. 1 E /
ZEN ZEN: Battle Computers estimate
seven hours to outrange interceptor
tracking systems.
121. 4 B /
MS BLAKE BLAKE: Maintain optimum evasive
strategy.
122. 3 D /
TUNNEL - BLAKE
AWAY
ZEN B/G ZEN: Battle computers confirm
optimum evasion strategy committed.
(BLAKE MAKES HIS
WAY TO THE EXIT)

(Story: Sc. 27 - Teleport)

(4A 1A 5A)

27. INT. TELEPORT SECTION NIGHT.

36. 5 A / (AVON IS EXPLAINING
GROUP THE FUNCTION OF THE
CYPHER TUBE TO THE
GROUP WHO ARE BENT
OVER THE DESK)

36A. 1 / AVON: so that all communication
CS CYPHER TUBE between Federation units is sent
by hyper-space sub-beam. That
originates here ... /
36B. 5 / ... and here. / All messages are
WS: GROUP converted into zeta-three particles
and then scrambled. They in their
turn become an unbreakable code ...

AS BLAKE ENTERS,
LOSE GAN

(BLAKE ENTERS,
UNBUCKLING HIS BELT
& GUN, IN TIME TO
HEAR THE END OF
AVON'S DISSERTATION)

BLAKE: Unbreakable unless you
have one of those.

ELEVATE AS
THEY RISE

AVON: As soon as I get this
linked into our communications
set-up we'll be able to read every
message the Federation puts out ...

JENNA: (TO BLAKE) Any sign of
the interceptors?

37. 4 A / BLAKE: We've picked up a whole
BLAKE TO CAM. flock/ of them but we should outrun
AND PUTS DOWN GUN them in seven hours.

38. 5 A / JENNA: (GRINS) It's almost too
MS BLAKE easy, isn't it? /

On 5
Shot 38

27: Teleport

BLAKE: A lot can happen in seven hours, so I suggest we get down to business. Avon I want you to make a start with that. Cally can help you.

(BLAKE GLANCES AROUND
AND FOR THE FIRST TIME
REALISES CALLY IS MISSING)

39. 4 A
GROUP AT R. WITH
BLAKE L.F/G

Where is Cally?

(THERE IS A GENERAL RATHER
GUILTY REACTION AS EACH
REALISES THEY HAD NOT
NOTICED HER ABSENCE)

Anybody see where she went?

40. 5 A
MCU BLAKE

(NOBODY RESPONDS)

(URGENTLY) Has anybody seen her
since she came back on board?

41. 1 A
GAN/VILA

(GENERAL DENIAL AND THE
REALISATION OF ALL OF
THEM THAT SHE IS NOT
ON BOARD)

GAN: Well, I haven't seen her.

42. 5 A
MCU BLAKE
HE CROSSES R. oos.

VILA: Neither have I.

BLAKE: Then she's still down there ...!
We've got to get back ...

(HE STARTS FOR THE
FLIGHT DECK.

43. 1 A
GAN/VILA A/B
PAN JENNA TO
L. OF BLAKE

JENNA STOPS HIM)

JENNA: We can't - the Interceptors.

4 NEXT

On 1
Shot 43

WAKE: She's still down there ...
We've got to go back ...

(JENNA STOPS HIM)

JENNA: We can't. The interceptors.

PAN R. AS
AVON ENTERS R.
OF BLAKE

BLAKE: We can't just leave her!

(VILA ENTERS B/G)

AVON: Blake! Listen! If she didn't come back up then she must have been in the building when the charges blew. She's dead.

VILA: And anyway the place will be crawling with security forces by now ... they'll be on full alert.

45.

4 A

W/A: JENNA/BLAKE/
AVON

AVON: We'd never even get through their interceptors ... Listen/ (GRABBING BLAKE'S ARM) if you turn this ship around you will kill all of us.

BLAKE COMES TO
CS F/G
JOINED BY VILA

(BLAKE REALISES THAT WHAT
AVON SAYS IS TRUE.

AVON FOLLOWS BLAKE AND WE
GO IN ON THEIR FACES AS
THEY REALISE THE INEVITABILITY OF
CALLY'S DEATH OR
CAPTURE. THEY ARE
VERY GRIM)

(Story: TK 7 - Stars, PAN R.
to revolving SPACE STN.)

VT EDIT after Scene 27 in TELEPORT

MODEL SHOT 4 ON MAIN FILM SEQ. REEL

Ext. Federation Space Station NIGHT

STARS - PAN R. to revolving
Space Station - wheel shaped

DUR: 0'22"

Story: Sc. 29 next - COMMAND HQ

From Model Shot 4 -
STARS - PAN R. to
REVOLVING SPACE STATION

- 56 -

29: Command HQ

(5C 4C 1F)

29. INT. COMMAND HEADQUARTERS. NIGHT.

See next page for Shots

(A SPACIOUS ROOM IN
THE SPACE STATION
(FOLLOWING EARTH
DESIGNS OF PART 1)
AUSTERE BUT ELEGANT.

THE WALLS ARE PLAIN.
ONE WALL IS COVERED
BY WHITE CURTAINS.
INDEED, WHITE IS
THE DOMINANT TONE
IN THIS ROOM.
EVERYTHING THAT
CAN BE WHITE IS
WHITE.

A CONFERENCE TABLE
HAS ONE OF ITS
ENDS USED AS THE
DESK OF THE SUPREME
COMMANDER.

SHE IS SERVALAN, A
VERY HANDSOME COOL
WOMAN WITH AN AIR
OF ENORMOUS AUTHORITY.
HER VOICE IS ALWAYS
QUIET, BUT HER
COMMAND UNDISPUTED.

SHE IS PERHAPS IN
HER FORTIES BUT
COULD BE YOUNGER.
SHE IS DRESSED IN
WHITE.

THE MAN SEATED NEXT
TO HER AT ONE SIDE
OF THE TABLE IS
RONTANE. HE IS
SMOOTH, ABLE AND
AMBITIOUS.

- 56 -

SEATED OPPOSITE
RONTANE, IS BERCOL.
SLEEK AND OVERWEIGHT.
HE IS DEVIOUS AND
SMILES FREQUENTLY.

THE TWO MEN ARE
POLITICIANS.

WE OPEN ON A SHOT
THAT OBSERVES THE
GROUP FROM THE
FURTHEST POSSIBLE
POINT. THE MEETING
IS ALREADY IN PRO- (5C 4C 1F)
GRESS.

(29. INT. COMMAND HEADQUARTERS.)

190. 4 C
STARTING AT LEFT
CRAB L. to :

(SERVALAN STANDING;
RONTANE AND BERCOL
SEATED SIDE BY SIDE
AT DESK)

RONTANE/SERVALAN
Developing shot

(SERVALAN STARTS
WALKING ROUND
RONTANE/BERCOL)

RONTANE: ... which is why the
President has asked me to come here
personally to express his own very
grave concern over this matter.
The destruction of the communications
centre has far reaching political
consequences. Controllers from some
of the outer planets, whose loyalty
to the Federation is er delicately
balanced, have been openly critical
of the Administration's defence
system. There are even one or two
radical voices that speak of with-
drawal from the Federation.

BERCOL: My department has done all
in its power to suppress information
about Blake and his actions.
(cont ...)

On 4
Shot 190

- 58 -

29: Command HQ

191. 5 C
MCU BERCOL

192. 1 F
MCU SERVALAN

193. 5 C
MCU BERCOL
(SERVALAN SITS)

194. 1 F
SERVALAN/RONTANE

GO IN ON
SERVALAN

194A. 5 C
RONTANE

194B. 4 C
BERCOL

194C. 1 F
MCU SERVALAN

195. 5 C
MCU RONTANE

BERCOL: (cont) There is a total blackout on all reports concerning him. But still the stories get out ... They spread by word of mouth ... by whispers ... by rumour. Each time the story is told it is elaborated upon. Any damage to the Federation is attributed to Blake. The smallest incident is exaggerated out of all proportion until it becomes a major event. Blake is becoming a legend. His name is a rallying call for malcontents of all persuasions. He must be stopped.

SERVALAN: Gentlemen, I share the President's grave concern and I am aware of the danger should Blake become a legend. But let us keep this matter in its correct perspective. It is true that Blake has command of a superb space vehicle, but he is just a man, backed by a handful of criminals and that is all. He is not invulnerable, nor is he superhuman. He is just a man who has been extremely lucky to evade capture - so far.

RONTANE: With respect Supreme Commander, we are aware of the facts. They are simply, that with all the resources of the Federation can call upon, this one, vulnerable ... lucky ... man is still free to cause havoc.

196. 1 F
MCU SERVALAN

(SERVALAN BRISTLES
BUT KEEPS VERY
STILL)

5 NEXT

- 58 -

197. 5 C
3S
SERVALAN: (SOFTLY MENACING) You have some criticism of my handling of this matter, Secretary Rontane?
- RONTANE: (UNREPENTANT) Not at all. I hoped merely to convey the ... concern ... shown by the President when he briefed me for this visit.
- (BERCOL SMILES TOO MUCH AND TRIES TO TAKE SOME OF THE TENSION OUT OF THE MEETING)
198. 4 C
MCU BERCOL
BERCOL: It would be very helpful to all of us if we knew ... if you could indicate what action you will now be taking against Blake.
199. 1 F
MCU SERVALAN
SERVALAN: Very well, Councillor Bercol. You may tell the President that I am appointing a space commander to take absolute control of this matter. He will be exclusively concerned to seek, locate and destroy Blake.
200. 4 C
MCU BERCOL
BERCOL: Oh excellent. Excellent.
- 200A. 5 C
MCU RONTANE
RONTANE: May we know the officer's name?
201. 1 F
MCU SERVALAN
SERVALAN: Yes, you may - Space Commander Travis.
202. 4 C
BERCOL/RONTANE
(BERCOL GIVES A SHARP INTAKE OF BREATH.
RONTANE REACTS STIFFLY)
203. 1 F
MCU SERVALAN
RONTANE: I understood that Travis had been suspended from duty, pending an inquiry into the massacre of the civilians on the planet Oros?

On 1
Shot 203
(MCU SERVALAN)

29: Command HQ

204. 4 C
2S: BERCOL/RONTANE
- SERVALAN: and I have satisfied myself that Travis acted correctly in this matter. The civilian deaths on Oros were unavoidable. /
205. 5 C
MCU RONTANE
- BERCOL: (CAUTIOUSLY) There are other ... incidents ... on his record. Unfortunate incidents ... /
206. 1 F
MCU SERVALAN
- RONTANE: He has caused the Administration some political embarrassment in the past ... In dealing with even minor insurrections he has been over zealous. /
207. 4 C
2S: BERCOL/RONTANE
- SERVALAN: Oh don't be afraid of the word, Secretary. Ruthless. Committed. He does his duty as he sees it. And he sees it clearly ... He has no time for the dirty grey areas of your politics. /
208. 1 F
MCU SERVALAN
- RONTANE: I'm sure you're right ... and of course, the appointment is made on your judgement ... and your responsibility ... /
209. 5 C
MCU RONTANE
- SERVALAN: Responsibility is something I have never evaded, Secretary. /
210. 1 F
MCU SERVALAN
- RONTANE: May I then tell the President that you are confident that the Blake problem will be solved ... soon? /
211. 5 C
3S: BERCOL RISING
- SERVALAN: You may tell him to prepare a statement announcing that Blake has been eliminated. /

1 NEXT

29: Command HQ

On 5 - Shot 211
(3S - BERCOL
rising)

(THERE ARE BRIEF
NODS AND INSINCERE
SMILES, AS BERCOL RISES
AND COLLECTS FOLDER
FROM DESK)

BERCOL: Thank you for your
reassurance Supreme Commander ...

(RONTANE RISES)

211A. 1 MCU SERVALAN RONTANE: (RISING) Goodbye./

SERVALAN: A safe journey back to
Earth.

212. 1 F
W/A: LS BERCOL/
RONTANE EXIT
PAST CAMERA

(THE MEN MOVE AWAY.)

SERVALAN SITS QUITE
STILL UNTIL THEIR
EXIT IS COMPLETED
AND THE DOOR HAS
CLOSED.

/FX: DOOR
/Swish - click/

213. 4 C
MS SERVALAN

(ANGRILY SHE REACHES
FORWARD AND SNAPS A BUTTON
ON A COMMUNICATOR)

VOICE: Yes Madame.

/GRAMS:Tape
VOICE OVER/

SERVALAN
RISES

SERVALAN: Where is Space Commander
Travis? He was due here one hour ago.

VOICE: His ship is locked in to
the station's flight grid. He will
dock at precisely 18.23.

SERVALAN: Good.

(SHE CLICKS OFF THE
COMMUNICATOR, THEN
TURNS TO FACE THE
WALL./A
HATCH DRAWS BACK
SWIFTLY (cont...))

/CURTAINS
'Swish'/

214. 1 F
CURTAINS + SERVALAN

LET HER X

On 1

On 1
Shot 214

A HUGE "PICTURE
WINDOW" LOOKING OUT
TO A SPECTACULAR
VIEW OF A NIGHT SKY
BRIGHT WITH STARS.

SERVALAN STARES AT
THE STARS. WHISPERS
WITH COLD DETERMINATION)

MIX TO:

MODEL SHOT 5

Start on STARS

Liberator moves through
space, diagonally L-R
past camera and away
into distance.

SERVALAN: Your time's running
out Blake. Your time and your luck
...

(WE FAVOUR THE SKY
SCENE 11)

From Model Shot 5
Liberator moving thro' space

(3E 1E 4B)

30. INT. LIBERATOR'S FLIGHT DECK. NIGHT.

(BLAKE SITS IN THE
COMMAND SEAT,
STARING SIGHTLESSLY
IN FRONT OF HIM.)

123. 3 E
AVON/JENNA
PAN JENNA TO GAN

AT THE COMMUNICATIONS
SECTION, AVON AND
JENNA ARE WORKING
TOGETHER AT CONNECTING
IN THE CYPHER TUBE.

124. 1 E
MLS BLAKE -
WALKING DOWN STEPS

JENNA LOOKS ACROSS
AT BLAKE, CONCERNED.
SHE MOVES ACROSS TO GAN.
BLAKE COMES DOWN AND
CROSSES TO JENNA.)

125. 3 E
2S. /JENNA/GAN
BRING JENNA TO
BLAKE

JENNA: There was nothing you could
have done. It wasn't your fault.

BLAKE: Whose fault was it?
I should have checked.

JENNA: Cally wasn't a child.

BLAKE: Wasn't she?

JENNA: She knew the risks - she
accepted them. She even welcomed
them.

126. 1 E
BLAKE/JENNA

BLAKE: She was ashamed to go back
to her own people because she had
survived when the freedom fighters
were massacred.

3 NEXT

JENNA: Well that wasn't her fault.

127. 3 E
2S: JENNA/BLAKE

BLAKE: Shame like hers is an emotion Jenna. It isn't rational./

JENNA: Exactly, & so is guilt like yours - that's not rational either.

128. 1 E
2S: BLAKE/JENNA

BLAKE: It's ironic, isn't it? She was the only one of us who wasn't a convicted criminal.

129. 3 E
2S: JENNA/BLAKE

JENNA: She convicted herself, you can't live like that. You've got to make peace with yourself Blake. If you want to survive./

130. 1 E
2S: BLAKE/JENNA
BRING BLAKE TO
AVON

(BLAKE CROSSES
TO AVON)

BLAKE: How are you coming with that?

AVON: The primaries are hooked in to the main instrumentation. I just have to link up to a read-out.

131. 3 E
BLAKE/AVON with
ZEN B/G

ZEN: Attention./ Liberator is now out of range of the interceptor scanning systems. Detectors indicate the rockets have begun to self-destruct.

132. 4 B
MS JENNA MOVING
FORWARD

BLAKE: Have the navigation computers put in a course for the Plane listing K-14./

ZEN: Course laid in.

1 NEXT

133. 1 E
MCU AVON
- JENNA: That's a Federation repair and supply base isn't it?
134. 4 B
MCU JENNA
- AVON: Yes for their deep space cruisers.
- JENNA: Are we going to attack it?
135. 1 E
GAN/BLAKE
- BLAKE: (NODDING) One for Cally -
(LOOKS AT JENNA) Because I want to survive.

(Story: Model Shot 6 - CS SPACE STATION
wheel turning)

VT EDIT after Scene 30 - FLIGHT DECK

MODEL SHOT 6 ON MAIN FILM SEQ. REEL

Ext. Federation Space Station. NIGHT

CS Wheel-shaped Space
Station revolving slowly

DUR: 0'09"

Edit to Scene 32 - COMMAND HQ

From Model Shot 6 -
CS Space Station turning

- 67 -

32: Command HQ

(5C 4C 1F)

32. INT. COMMAND HEADQUARTERS. NIGHT.

215. 4 C
CRAB L. TO INTERCOM.
AND
PAN UP TO SERVALAN

(SERVALAN IS SEATED
AT HER DESK.

GRAMS:
'Bleep'

THE COMMUNICATOR
ON THE DESK BLEEPS.

SHE PUTS HER HAND
FORWARD AND PRESSES
A BUTTON)

SERVALAN: Yes.

GRAMS: TAPE
VOICE

VOICE: Space Commander Travis' ship
has just docked.

SERVALAN: Have him report
to me immediately

(BEAT)

(SLIGHT SMILE) No ... Have him
wait outside until I send for him
...

Come in ...

5 NEXT QUICKLY

KNOCK AT
DOOR then
'SWISH, CLICK'

- 67 -

THE DOOR OPENS AND
A VERY SMART YOUNG
OFFICER, RAI ENTERS,
CARRYING A PILE OF
TAPES ON A TRAY)

216. 5 C
 PAN WITH RAI
 TO SERVALAN

RAI: Central intelligence trans-
mitted the records you asked for,
Ma'am. I have the microtapes.

SERVALAN: Thank you Rai. Leave
them there.

RAI: I am told that Travis has
docked.

SERVALAN: So I understand.

(RAI LOOKS UNEASY.
RELUCTANT TO GO.
HE HESITATES)

RAI: May I speak, Supreme
Commander?

SERVALAN: Yes, of course. But why so
formal Rai?

(SERVALAN RISES AND
MOVES TO SOFA)

217. 4 C
 BRING SERVALAN
 AND RAI TO SIT
 ON SOFA

.... what can be so important that
we can't discuss it in a more relaxed
way? Oh Rai, come here.

(RAI COMES TO SOFA
AND SITS)

SERVALAN: I have made no secret
... I thought we were
old friends.

On 4
Shot 217

32: Command HQ

RAI: I value our friendship a great deal.

SERVALAN: Yes(PAUSE)....
Well?

RAI: Senior echelon officers all know that Travis is coming ...

SERVALAN: But I have made no secret of it.

218, 1 F
CLOSE 2S:
SERVALAN/RAI

RAI: Is it wise?/ They know that he has been stripped of his rank and authority, that he has no status now and that he stands a good chance of being dismissed the service ...

218A. 4
2S: RAI/SERVALAN

4 NEXT

On 1
Shot 218
(Close 2S)

RAI: Is it wise? They know that
he has been stripped of his rank
and authority, that he has no status
now and that he stands a very good
chance of being dismissed from the
service ...



SERVALAN: Rai, Space Commander Travis
is the subject of a military inquiry.
He was ordered to suppress an
attack on Oros.

219. 4 A
SERVALAN/RAI A/B

RAI: The man is a butcher! He
continued with his attack after
the total surrender. The death
toll was horrifying. /

(SERVALAN RISES & X'S TO DESK)

PAN SERVALAN AWAY
219A. 1 F
MED 2S: SERVALAN/RAI

SERVALAN: Travis is an advocate
of total war. / He carries out his
orders with meticulous thoroughness.
An enemy does not cease to be an
enemy simply because he has
surrendered ...

220. 5 C
MCU RAI

220A. 1 F
MCU SERVALAN

RAI: That is the philosophy of an
assassin not a Federation officer. /
I must tell you that there are those
among your officers who will not
serve with Travis / (PAUSE) or take
orders from him. /

220B. 5 C
MCU RAI
221. 1 F
SERVALAN MCU

SERVALAN: (COLDLY BLAZING) And
you may tell them, whoever they
are, that Space Commander Travis'
rank and authority have been fully
restored by my order. I have
also appointed him senior
executive officer of this station.
Is that clear? /

222. 5 C
MCU RAI

RAI: (STIFFLY) Yes, Supreme
Commander. /

223. 4 C (as HEAD-ON AS
MCU POSSIBLE)
SERVALAN

5 NEXT

On 4
Shot 223
(MCU Servalan)

32: Command HQ

SERVALAN: Let them know too that any lack of co-operation, any hesitation in responding to an order will be treated as mutiny ... Let them know I have said this! Dismissed.

224. 5 C
MCU RAI

(RAI COMES RIGIDLY
TO ATTENTION TURNS
ON HIS HEEL AND
MARCHES OUT.

225. 1 F
LONG AND WIDE
AS RAI MARCHES OUT

GRAMS: 'Click -
Swish' DOOR CLOSED/

(SERVALAN SITS.
AFTER A MOMENT,
THERE IS A BLEEP
FROM THE COMMUNICATOR)

'Bleep'/

226. 4 C
MS SERVALAN

Yes.

Tape: V/O/

VOICE: (NERVOUS AND HARRASSED)
It's Commander Travis ... I told him he was to wait but he just pushed past me ... He's on his way up ... I tried to stop him ...

SERVALAN: (INTERRUPTING) Very well.

(SHE ALLOWS HERSELF
A HINT OF A SMILE
AS SHE COMPOSES HER-
SELF BACK TO HER
ICY CALM.

227. 1 F
TRACK IN WITH TRAVIS
LOW - DON'T SHOW HEAD

STAYING ON SERVALAN,
WE HEAR THE DOOR
OPEN AND SHE STARES
TOWARD IT AND GIVES
A NOD)

'Click-
Swish DOOR/
OPENS

Space Commander. It is good to see you.

4 NEXT

On 1
Shot 227

32: Command HQ

(TRAVIS ARRIVES AT
SERVALAN'S DESK)

228. 4 C
NOTE SLIPPED
ACROSS TABLE -
TRAVIS' HAND
PICKS IT UP
TRAVIS: Your aide said I was to
wait. He was obviously mistaken.
He doesn't realise the
urgency of the matter. /
(SERVALAN PLACES
A PIECE
OF PAPER IN FRONT
OF TRAVIS WHICH HE
PICKS UP)

229. 5 C
MCU TRAVIS
TRAVIS: These are your orders? /

230. 1 F
CU SERVALAN
SERVALAN: Destroy Blake. /

231. 5 C
CU TRAVIS
TRAVIS: Depend on it.

(Story: Sc. 33 - FLIGHT DECK)

From Sc. 32 -
COMMAND HQ

- 73 -

33: Flight Deck

+ Inlay:-

ANCHOR PRINT-OUT

(3E 1G 4B)

33. INT. LIBERATOR'S FLIGHT DECK. NIGHT.

136. 1 G _____/
TUBE -

BACK TO 3S:
BLAKE/JENNA/AVON
with GAN B/G

(CLOSE ON THE CYPHER TUBE)

AVON'S HAND REACHES IN
AND PRESSES A CONTROL.
THE TUBE COMES TO LIFE,
ITS INDICATOR LIGHTS
SWITCHING ON.

WIDEN TO SHOW BLAKE, JENNA
AND AVON SURROUNDING THE TUBE)

AVON: It's working!

JENNA: Well done....

AVON: ... Now let's
see how well ... Jenna see if you can
isolate the Federation signal beam.

(JENNA OPERATES
ANOTHER BUILT
IN INSTRUMENT.

GRAMS:
Heterodyne FX

WE HEAR A RANGE
OF SIGNALS.

JENNA FINALLY
SELECTS SOMETHING
THAT HAS A DIS-
TINCTIVE SOUND)

/S/B ANCHOR/

JENNA: That's it ...

AVON: Now ... feed that into the
cypher control - and there it is! /

137. 3 E + 5 on MONITOR
GROUP F/G
SCREEN B/G + ANCHOR INLAY

1 NEXT

- 73 -

(AVON OPERATES
A KEY. THERE
IS A SOUND
CHANGE AND THE
LIGHTS ON THE
OVERRIDE TUBE
START TO FLASH
IN RANDOM
PATTERN)

(ON A SMALL
SCREEN WORDS
ARE RAPIDLY
PRINTED UP AND
DISPLAYED)

JENNA: You did it!

BLAKE: Well done, Avon.

BLAKE: Well done, Avon.

AVON: Under the circumstances it
would've been a great pity if it
hadn't worked. Gan, basic un-scrambler.

(GAN PASSES EARPHONES TO AVON)

138. 1 G
GROUP -
GAN X's R.OOS

BLAKE: What are you getting?

(THEY STARE AT
THE SCREEN)

139. 3 E
BLAKE/GAN

AVON: Just routine movement orders.

..... statistical information.

139A. RANDOM COMPUTER

I'll rig a selective/data link into
their battle computers. It'll be useful
background information.

140. 1 G
JENNA/AVON

JENNA: We should monitor what we're
getting. We'll need a rota of some
sort.

141. 4 B
MCU BLAKE

(JENNA PASSES EARPHONES
TO BLAKE)

1 NEXT

BLAKE: Good idea. We should know more about the Federation than the President.

142. 1 G
3S: BLAKE/AVON/JENNA

(INDICATES
SCREEN)

presume there's a recall record?

AVON: It's all going onto micro-tape.

BLAKE: You've done a good job Avon .. Thankyou.

(AVON SHRUGS,
DISMISSING
IT)

AVON: At least I'll know what the Federation is planning ... Just a minute ...

143. 3 E
MCU GAN

(AVON PUTS ON
HEADPHONES AND
LISTENS)
DOES A SMALL TAKE
AND LOOKS BACK AT
THE SCREEN)

BLAKE: Something?

144. 1 G
JENNA/AVON

AVON: A message beamed into Centero.

JENNA: Centero? But we've just destroyed their communications base.

145. 4 B
MCU BLAKE
LISTENING
AVON: (GRINNING) They're using
emergency frequencies ..
BLAKE: What's the message?

146. 3 E + 5 on MONITOR /
SCREEN + ANCHOR
AVON: (SHRUGS SLIGHTLY) Some flight
clearance./ Priority space way for a
ship going in from Space Headquarters
(READING) "The Supreme Commander
requests that all personnel
give maximum co-operation to the
incoming officer" ... /

147. 1 G
JENNA/AVON
JENNA: Does it give his name?
AVON: (LISTENS) Space Commander
Travis.
(OOV)
BLAKE: (REACTS TO THE NAME) Travis!!
(HEADS TURN)

148. 4 B
MCU BLAKE
IN to CU
JENNA: Do you know him?
(BLAKE NODS
SLOWLY)
BLAKE: ... I thought he was dead.
I was sure I'd killed him.

(ON A REACTION,
FROM JENNA AND
AVON, WE:

(Story: Sc. 34 - WRECKED CYPHER ROOM)

From Sc. 33 -
Flight DECK.

- 77 -

34: Wrecked Cypher Room

(2C 1B 3B)

34. INT. CYPHER ROOM. NOW WRECKED. DAY

247. 3 B
LS TECHNICIANS
WORKING

(THE CYPHER ROOM
BUT
VERY DIFFERENT NOW.

THE EXPLOSION HAS
LEFT THE WALLS
CHARRED AND THE
EQUIPMENT A SHAMBLES.

THERE IS A LARGE
HOLE BLOWN IN ONE
WALL.

NOTHING OF WHAT
WE SAW ORIGINALLY
IS EASILY RECOGNISED.

PILED DEBRIS LITTERS
THE FLOOR.

2 LABORATORY TECHNICIANS
ARE PICK-
ING AMONGST THE
DEBRIS, STARTING
THE CLEARING UP
PROCESS.

TRAVIS ENTERS
FOLLOWED BY
PRELL

PRELL AND TRAVIS
ENTER.

SEEING THE WORKING
MEN, TRAVIS ROUNDS
ON PRELL SHARPLY)

248. 1 B
PRELL/TRAVIS

TRAVIS: Stop !

2 NEXT

- 77 -

TRAVIS: What are these men doing here?

PRELL: Well I didn't think it would matter if we made a start on clearing up the worst of the damage.

TRAVIS: My orders were that nothing was to be touched in this room. Nothing! (TO THE MEN) Get out! Out!

249. 2 C
MEN SKULK OUT
TRAVIS ENTERS
FRAME

(THE MEN SKULK
OUT.)

TRAVIS MOVES
AROUND THE
ROOM, CAREFULLY
PICKING UP BITS
OF DAMAGED
EQUIPMENT, AND
THEN REPLACING
THEM IN THE
APPROPRIATE POSITION
HE ENTERED THEM.

HE IS VERY
THOUGHTFUL

TRAVIS:
Go through the sequence of events ...

PRELL: From the beginning Sir?

TRAVIS: Well, naturally.

PRELL: Well two armed men came through the door ... From the description you've given me, one of them was certainly Blake ...

TRAVIS: Go on.

3 NEXT

On 2
Shot 249

- 79 -

34: Wrecked Cypher Room

PRELL: Well, we were made to stand against the wall. Then, a minute later, three more of them ... well, just appeared ...

249A. 2 C
PRELL

TRAVIS: Appeared? /

249B. 1
TRAVIS

PRELL: Well, materialized Sir. My men and I were taken out by a man and a girl ... It was the girl who kept us prisoner in the equipment store. We overpowered her, the demolition charges went off, Sir. Well we were lucky to get out alive ...

250. 3 B
JAGGED EDGE -
TRAVIS STEPS OVER

UP TO 2S:
PRELL/TRAVIS

TRAVIS: How long were Blake and his men in here? /

PRELL: Five ... ten minutes ... not more.

TRAVIS: Five or ten minutes?
..... They could have set demolition charges in thirty seconds ... What were they doing in that extra time?

PRELL: (SHRUGS) Perhaps they had trouble getting them to work Sir.

TRAVIS: (IGNORING PRELL, ABSORBED)
And why did they take you and your men out of here?

PRELL: I suppose they thought it was safer with us out of the way ...

TRAVIS: (DEEP IN THOUGHT) No, no ... there's something missing ... I'm missing something ... /cont.

1 NEXT

- 79 -

(TRAVIS CONSIDERS
FOR A MOMENT LONGER
THEN SHAKES OFF
THE MOOD AND BE-
COMES DECISIVE)

TRAVIS: (cont) Do you still have the
original construction plans for
this room?

PRELL: They'll be on record, Sir.

TRAVIS: And detailed diagrams of all
the circuits?

PRELL: Yes Sir.

251. 1 B
L. OF ROOM
TRAVIS

TRAVIS: Good. I am sending in a
forensic team ... I want a full
catalogue of every item in this
room ... /

PRELL: But, Sir ...

252. 2 C
MS PRELL

TRAVIS: Everything must be accounted for.

253. 1 B
MS TRAVIS

PRELL: But sir (TRAVIS TURNS) / Well
that could take months. Sir, if it's
possible at all. /

TRAVIS: Prell, if I were you I should
make it possible. I want that
catalogue in twenty hours.

FX: BLEEPER

254. 2 C
MS PRELL PICKING
UP R/T

("BLEEPER" SOUNDS. /
PRELL PUTS EARPIECE
TO EAR AND LISTENS.)

255. 1 B
PAN TRAVIS
TO PRELL

PRELL: Yes right. /

TRAVIS: What is it?

On 1
Shot 255

34: Wrecked Cypher Room

THEY EXIT

PRELL: They've found something Sir ...
under the rubble. I think you'd
better come along.

(TRAVIS AND
PRELL EXIT)

(Story: Sc. 35 - Wrecked STORE ROOM)

From Sc. 34 -
Wrecked Cypher Room

- 82 -

35: Wrecked Store
Room

(5B 1C 2B)

35. INT. STORE ROOM. (NOW WRECKED) DAY

239. 2 B /
ELDON + GUARD'S
BODY

(LIKE THE CYPHER
ROOM, THIS TOO
HAS BEEN SHATTERED.

A COUPLE OF LABORATORY
TECHNICIANS
HAVE BEEN CLEAR-
ING UP, AND THE
BODY OF THE GUARD
HAS BEEN HALF
UNCOVERED FROM
THE FALLEN MASONRY.

PAN UP TO
PRELL/ELDON

THE METAL TABLE
IN THE CORNER HAS
BEEN BUCKLED BY
THE FALLEN WALL,
BUT HAS HELD ITS
SHAPE MORE OR
LESS.

SOME OF THE DEBRIS
HAS BEEN PULLED AWAY
FROM AROUND IT.

PAN TO TRAVIS
AS PRELL X's L.

A TECHNICIAN STANDS
ASIDE TO ALLOW
TRAVIS AND PRELL
TO PRECEDE HIM.

TRAVIS GIVES THE
DEAD GUARD NO MORE
THAN A PASSING
GLANCE.

THE GUARD IS PULLED
TO THE TABLE

1 NEXT

- 82 -

On 2
Shot 239

PRELL: Where is it?

ELDON: It's over there
Sir. /

240. 1 C

PRELL SEARCHES
RUBBLE -
DOWN TO CALLY'S FACE

(WITH GREAT URGENCY
PRELL SEARCHES
THROUGH THE PLASTER
AND DUST - TO REVEAL
CALLY, WHO HAS BEEN
PROTECTED FROM THE HEAVIER FALL)

241. 5 B

TRAVIS/ELDON

PRELL: It the girl who was holding
us prisoner Sir! /

TRAVIS: Is she dead?

242. 1 C

PRELL - CHECKING
CALLY FOR SIGNS
OF LIFE

PRELL: I'll check Sir. /

(PRELL MAKES A FEW
QUICK CHECKS ON
PULSE AND HEARTBEAT.)

243. 5 B

TRAVIS/ELDON

MEANWHILE, ELDON
HANDS CALLY'S
LIBERATOR GUN TO
TRAVIS)

244. 2 B

MS PRELL

ELDON: We found this, Sir. /

(TRAVIS GRUNTS)

245. 1 C

TRAVIS/ELDON

PRELL: Sir, she's alive. /

(TRAVIS TURNS
TO ELDON)

ELDON GOES;
PRELL ENTERS
L. OF TRAVIS

TRAVIS: You! Get a medical
squad. Move!

ELDON: Yes Sir.

(ELDON HURRIES OFF)

5 NEXT

PRELL: She'll pull through all
right Sir, she's lucky ...

On 1
Shot 245

- 84 -

35: Wrecked Store Room

TRAVIS: No, we are. Her luck
ran out when she didn't die ...
The medics are to give her
emergency treatment and put her
into a life support capsule.
I take off for the space station
in one hour.

PRELL: Right sir.

(PRELL EXITS)

246. 5 B

CALLY/TRAVIS -
HE GOES

(TRAVIS LOOKS
AROUND, THEN
EXISTS FAST)

(Story: Model Shot 7 -
SPACE STATION illuminated)

- 84 -

VT EDIT from Scene 35 - WRECKED STORE ROOM

MODEL SHOT 7

ON MAIN FILM SEQ. REEL

Ext. Federation Space Station. NIGHT

The longer shot A/B, but
Seen with lights on

DUR: 0'08"

EDIT TO Scene 37 - COMMAND HQ

From Model Shot 7
SPACE STATION illuminated

(5C 4C 1F)

37. INT. COMMAND HEADQUARTERS. NIGHT

170. 1 F
BP/TRAVIS

GO IN ON BP SLIDES
AND OFF TRAVIS

(TRAVIS HOLDS IN HIS
HAND A REMOTE CONTROL
THAT CHANGES PICTURES
OF BLAKE THAT ARE
PROJECTED ON TO A
BUILT-IN WALL SCREEN.

IN FRONT OF HIM IS A
TAPE READER AND
SCATTERED ON THE TABLE
ARE THE TINY CASSETTES
OF MICROTAPE WHICH RAI
BROUGHT IN EARLIER.

HE IS CROSS REFERENCING
AND RESEARCHING.
THE FEELING IS THAT HE
IS STILL WORKING
WHILST EVERYBODY ELSE
SLEEPS .

HIS CONCENTRATION IS
SO GREAT THAT HE DOES
NOT HEAR SERVALAN ENTER
AND MOVE UP TO HIM).

171. 5 C
TRAVIS/SERVALAN

SERVALAN: Shouldn't you rest
now? /

(TRAVIS INDICATES
THE CASSETTES)

TRAVIS:
Is this all the information we have
on Blake?

1 NEXT

SERVALAN: I checked with
Intelligence personally. It's
all there.

TRAVIS: Have you approved my
requisitions for personnel and
equipment?

SERVALAN: The ships you want - the
Starburst Class. I'm not sure
I can get them

TRAVIS: What!

ON CUE,
IN ON SERVALAN

SERVALAN: There have only been
three of them built so far and
they've already been assigned to
the Galactic Eighth Fleet ...

172. 1 F
MCU TRAVIS

TRAVIS: Well get them re-assigned
to you / Look, from what we already
know about Blake's ship it's
vastly superior to anything we've
got. If I'm to stand even a
reasonable chance of taking him,
I need those three High Range
Pursuit ships ...

173. 5 C
MCU SERVALAN

SERVALAN: You'll have them ...

174. 1 F
MCU TRAVIS

TRAVIS: What about my crew?

SERVALAN: Already assigned.

175. 5 C
MCU SERVALAN

Why mutoids particularly?

176. 1 F
MCU TRAVIS

5 NEXT

On 1
Shot 176

177. 5 C
MCU SERVALAN

TRAVIS: Why mutoids? I've always thought that individuals with a high bionic re-build were more reliable - less likely to let emotion interfere with judgement, or duty. I'd give a mutoid priority over a man every time ...

178. 4 C
GLOVED HAND

(TRAVIS TAPS
THE GLOVED HAND)

or perhaps it's this that gives me a fellow feeling.

179. 1 F
2S: TRAVIS/SERVALAN

SERVALAN: Does it still trouble you?

TRAVIS: Not in the way you mean. The surgical mechanics did a perfect refit. I had the weaponry division make a few adaptations ...

(HE INDICATES, AND WE SEE CLEARLY, THAT ON THE INDEX FINGER - OVER THE GLOVE - IS A LARGE RING, THE STONE OF WHICH MIGHT HIDE A WEAPON)

They built a Laseron destroyer. It's more powerful than any sidearm. No, the hand is fine. Better than the original. It only troubles me because it's a constant reminder that the man who caused it is still alive.

180. 5 C
MCU SERVALAN

SERVALAN: (SOFTLY) Blake?

/contd...

1 NEXT

- SERVALAN: (contd.) That's why I chose you. I read all the reports of course, but none of them said what happened. ... none of them explained about your face ... /
181. 1 F
MCU TRAVIS TRAVIS: What about my face?
- SERVALAN: It was patched up by a field medic.
182. 5 C
MCU SERVALAN TRAVIS: That man saved my life. /
- SERVALAN: But why have you never let the surgeons finish the job?
183. 1 F
MCU TRAVIS TRAVIS: (LAUGHS) What are you suggesting? Cosmetic surgery. I'm a field officer, not one of your decorative staff men.
184. 5 C
MCU SERVALAN SERVALAN: You're certainly not decorative. /
185. 1 F
MCU TRAVIS TRAVIS: You find it repulsive? /
186. 5 C
MCU SERVALAN SERVALAN: I find it ...(PAUSE) ... unpleasing.
187. 1 F
MCU TRAVIS TRAVIS: But memorable. / You wouldn't mistake me for anyone else.
- SERVALAN: Hardly.
188. 5 C
MCU SERVALAN TRAVIS: Neither will Blake. / Even after all this time he'll know me and remember what happened at our first meeting... /
189. 1 F
MCU TRAVIS SERVALAN: Tell me.
- TRAVIS: It was quite early on ... Blake had only been involved with the dissidents for a short while but he already had a following ... /contd.

on 1

On 1
Shot 189
(TRAVIS)

- 90 -

37: Command HQ

ON CUE - PAN R.
to BLAKE ON BP

TRAVIS: (cont.) He organized some attacks against some of our ~~some~~ ^{some} raids political rehabilitation ~~rehabilitation~~ centres ... Released some of the patients who were having indoctrination treatment ... I was assigned to deal with the matter.

(DURING THIS
SPEECH WE HAVE
PANNED AWAY FROM
TRAVIS ON TO THE
PROJECTED PHOTO-
GRAPH OF BLAKE,
AND HAVE MOVED IN
TO CLOSE UP)

..... We got information that Blake was planning another raid ... we knew the location of the meeting point ... I made my plans well in advance ...

RECORDING BREAK: STRIKE BP: SET for Scene 29 next

(Story: Sc. 38 - FLIGHT DECK)

- 90 -

LOW-LEVEL LIGHTING

(3E 1G 4B)

38. INT. LIBERATOR'S FLIGHT DECK. NIGHT.

148a. (End of Shot 189 contd.)

START ON BLAKE'S
PHOTO ON BP SCREEN

(BLAKE CONTINUES
THE STORY, WITHOUT
A PAUSE, OVER THE
SLIDE OF HIS FACE.)

149. 1 B
MCU BLAKE

EASE BACK TO GROUP:
AVON/VILA/BLAKE/
JENNA

150. 3 E
AVON/GAN/JENNA

151. 4 B
MCU AVON

BLAKE: V/O. The group had arranged to meet in a sub-basement. There were about thirty of us. / I was very particular about security. I had our people watching the entrances and exits for a full twenty four hours before we were supposed to meet... No Federation forces came anywhere near the place. I was absolutely sure that we were safe. / That night, we were assembled and about to begin and Travis and his men suddenly appeared from nowhere. /

AVON: Didn't you post any guards?

152. 1 G
MCU BLAKE

152A. 3
MCU JENNA

152B. 1
MCU BLAKE

152C. 4
MCU VILA

152D. 1
MCU BLAKE
3 NEXT

BLAKE: Of course I did. Travis was already there. / He 'd been hiding in that basement for more than two days. / We made no attempt to resist arrest. There was no point, we had no chance. / I said to Travis 'We will offer no resistance.' He just stared at me & then he ordered his men to open fire. Everybody was diving for cover that wasn't there. I ran, I found myself grappling with a guard,

/contd..

On 1
Shot 152D

Z/I to BLAKE

BLAKE: (cont.) I managed to get his gun away from him and then I was hit in the leg. As I went down I saw Travis and I fired. I saw him fall

153. 3 E
MCU JENNA

JENNA: And what happened then?

154. 1 G
MCU BLAKE

BLAKE: Oh they did a memory erase on me. Set up a show trial. Had me confess. Made me explain that I'd been misled, that my political ideas were mistaken. Enough people believed me. The whole resistance movement collapsed. After that, the Federation kept me around as a reformed character. A sort of ideal model citizen exhibit. Of course, I didn't know that at the time. No, it's only since almost exactly the same thing has happened again that the memory erase has begun to fade and I can remember.

155. 3 E
AVON/GAN/JENNA

156. 4 B
MCU AVON
PAN TO BLAKE

AVON: Do you remember enough to recognise Travis again?

(BLAKE NODS
SLOWLY)

BLAKE: The man who killed twenty of my friends? Oh yes. I'll recognise him...

(Story: Sc. 39 - LIMBO)

39. INT. LIMBO SETTING. NIGHT

68. 3 F / (CALLY IN THE LIFE SUPPORT
MS CALLY CAPSULE, WEARING A
HOSPITAL GARMENT'.

HAND TAKES OFF
EYE MASK

SLOW Z/I to MCU

THERE ARE
TERMINALS FIXED TO
VARIOUS POINTS
ON HER BODY AND
HEAD.

A BROAD BELT
AROUND HER
WAIST AND STRAPS
ON ANKLES AND
WRISTS RESTRICT
ANY MOVEMENT.

CALLY IS CONSCIOUS
AND ALERT. ESTABLISH
HER, THEN SHE
GLANCES OFF TO ONE
SIDE.

FROM CALLY'S
V.P. TRAVIS STARES
DOWN AT HER.
TRAVIS LOOKS OFF
IN TO THE DARKNESS
TO AN UNSEEN FIGURE)

TRAVIS: What is her condition?

GRAMS: Tape
V/O

MEDIC: v/o There is some
superficial bruising. A slight
respiratory problem...other than that
she's virtually unharmed. There is
really no need for her to remain in the
life support capsule.

/INLAY/
69. 5 X (CSO)/ 1H CURTAIN
MCU TRAVIS
INLAID

TRAVIS: No, she will stay where
she is for the
moment. It will make her more
responsive to interrogation later.

70. 3 F
MCU CALLY

MEDIC: V/O (SOME ALARM) She's not yet well enough to submit to intensive questioning. She must have rest and...

B/G DOCTOR
PASSES OOS

71. 5 X + 1H
MCU TRAVIS
INLAID ONTO CURTAIN

TRAVIS: Yes, (INTERJECTING) Thank you doctor. / You are relieved of your responsibility for the prisoner. She is now the property... (CYNICALLY-CORRECTING HIMSELF) the concern of the interrogation division.

72. 3 F
MCU CALLY

(TRAVIS GIVES
HIS ATTENTION
TO CALLY - DOCTOR
PASSES BG) /

(SMILES - FRIENDLY) We'll want to know about Blake... His ship... His crew. His plans...

73. 5 X
MCU TRAVIS

CALLY: Your words are meaningless to me. Who is Blake?

74. 3 F
CU CALLY

TRAVIS: I think you'll remember. Quite soon. There may be a little pain, a little discomfort - but you will remember. I'll remember.

75. 5 X
MCU TRAVIS

CALLY: I will tell you nothing. I'll

TRAVIS: I'll come back later. By that time you may have answered my questions.

(TRAVIS TURNS
AND SPEAKS INTO
THE DARKNESS - TO INTERROGATORS)

F/O 5X

You may begin.

76. 3 F
LOOSE MCU CALLY
FIGURES CROSS SHOT

77. 1 H /
2 MASKED FIGS.
FIX DRIP FEED &
INJECT LIQUID

(THE CONTENTS OF
A SYRINGE ARE
INJECTED INTO THE
TUBE OF A DRIP
FEED.)

MIX

78. 3 F /
MCU CALLY + STROBE LIGHT

CALLY REACTS WITH
SILENT BUT GROWING
TERROR.)

IN TO CU

From Sc. 39 - LIMBO

(2C 1B)

40. INT. WRECKED CYPHER ROOM. DAY

256. 2 C / (REMAINS OF THE
TRACK L. ALONG CHARRED EQUIPMENT
TABLE TOP HAVE BEEN ASSEMBLED
AND LABELLED.

/S/B TK/

WORKING ON THIS ARE:
PRELL, HIS 2 ASSISTANTS
TARN AND LUXOR,
ANOTHER ASSISTANT, ELDON,
AND TWO MORE LABORATORY
TECHNICIANS. /

257. 1 B /
ELDON - ELDON COMES TO PRELL
BRING HIM TO R. WITH A FRAGMENT OF
OF PRELL SMASHED PERSPEX)

ELDON: What do you make of this,
Sir?

PRELL: Where did you find it?

ELDON: It was embedded in the wall.

PRELL: Strange. It looks like
part of the inner workings and
yet the surface scoring would suggest
suggest that it was exposed at the
time of the explosion. Check its
code number.

(ELDON EXAMINES IT
WITH A MAGNIFYING GLASS)

ELDON: Fourteen twenty nine

(PRELL LOOKS AT HIS
LIST)

On 1

On 1
Shot 257

PRELL: Fourteen twenty nine ...
... "relay boost.
Prime linkage to component fourteen
thirty ... " What have we
salvaged for that classification?

(ELDON CROSSES TO
CENTRE OF ROOM TO
CONSULT THE "SALVAGE
LIST" AND RETURNS)

ELDON: Nothing.

PRELL: Nothing?

ELDON: Not a fragment.

(PRELL FINDS WHAT HE
WANTS - AN ANGRY
GRIMACE OF TRIUMPHANT
UNDERSTANDING)

PRELL:
of course. Obvious! Obvious!

ELDON: What is?

PRELL: Priority message to Space
Commander Travis ... delivery by
Category one courier. Message
begins

(5C 1F)

41. INT. COMMAND HEADQUARTERS. DAY.
'NIGHT'

232. 5 C /
TRAVIS/SERVALAN
WITH VOICE TUBE F/G

(TRAVIS SEATED AT DESK
LISTENING TO "VOICE TUBE"
IN SMALL BOX.

SERVALAN IS
BESIDE HIM:

WE HEAR PRELL'S
VOICE DICTATING WHAT
TRAVIS IS NOW
READING)

PRELL: (V.O.) Thorough check of
salvaged material reveals no trace
of parts used in manufacture of
component fourteen thirty. It is virtually
certain therefore that the instrument
was removed before the explosion.

(TRAVIS PULLS
VOICE TUBE OFF)

TRAVIS: Blake got the cypher machine.

(SERVALAN REACTS)

SERVALAN: He's able to read everything
we transmit - Forward planning
movements, - security, everything.

(TRAVIS IS BURNING
WITH SUPRESSED
EXCITEMENT)

TRAVIS: That's right...

1 NEXT

SERVALAN X L. OOS
GO IN ON TRAVIS

(SERVALAN CROSSES
URGENTLY TO HER
COMMUNICATOR ON DESK)

SERVALAN: I must advise central
security. We have to introduce a new
code system immediately...

(TRAVIS IS ALIGHT
WITH AN IDEA)

233. 1 F
SERVALAN/TRAVIS

TRAVIS: No, no.../...If the code
system is changed. Blake will know
we are on to him.

SERVALAN: That's not important.
What matters is that our security is
wide open!

234. 5 C
CU HANDS -
PAN UP TO TRAVIS

(SERVALAN REACHES
FOR THE CONTROL
ON THE COMMUNICATOR.

TRAVIS GRABS
HER WRIST AND
HALTS HER)

235. 1 F
CU SERVALAN

TRAVIS: Listen to me. We know
that Blake is reading us. If we
transmit a message in the normal
routine way, he will intercept it...
Now. What if that message was
something he wanted to hear...?

Something that we know would bring
him to a particular place.

5 NEXT

On 1
Shot 235

- 100 -

41: Command HQ

- 83 -

SERVALAN: [REDACTED]

SERVALAN: A place where we would
be waiting for him ...

236. 5 C
CU TRAVIS

TRAVIS: Exactly.

57. [REDACTED]

SERVALAN: Exactly.

(Story: Sc. 42 - FLIGHT DECK)

- 100 -

(3E 1G 4B)

42. INT. LIBERATOR'S FLIGHT DECK. NIGHT.

157. 3 E + 5 /

ON 'ANCHOR' INLAY
OVER SCREEN

JENNA DOZING

(JENNA IS ALONE, DOZING
ON THE FLIGHT DECK -
NEAR THE SMALL SCREEN.

SHE IS CASUALLY
READING THE REPORTS
FROM THE CYPHER
TUBE, VIA THE EARPIECE.

IT IS EVIDENT
THAT JENNA FINDS
NOTHING OF
INTEREST IN THE
, REPORTS COMING
THROUGH.

SHE GETS TO HER FEET
TO STRETCH.
SHE SEEMS SLIGHTLY
BORED BY THE JOB.

SHE SITS DOWN AGAIN
AND LOOKS BACK AT
THE SCREEN.

SHE READS A FEW
LINES OF A NEW
REPORT AND THEN RESPONDS
WITH A VERY BIG AND
EXCITED REACTION.
READS THE ITEM AGAIN
TO CONVINCE HERSELF.

158. 1 G

MS JENNA

PRESSES A BUTTON
TO HOLD THE ITEM
ON SCREEN AND CALLS
INTO MIC) -

JENNA: Blake! Can you get down
here - fast! /

(SHE WRITES DOWN THE
TRANSLATION OF THE
MESSAGE)

4 NEXT

On 1
Shot 158

- 102 -

42: Flight Deck

DEVELOP AS
BLAKE/VILA/AVON
ENTER TO HER

(BLAKE
ENTERS FOLLOWED
BY VILA AND AVON)

BLAKE: What is it?

(JENNA HANDS HIM
THE MESSAGE)

JENNA: This just came through on the
cypher ...

PAN BLAKE R.
OFF JENNA

BLAKE: Read it -

159. 4 B
MCU JENNA

JENNA: (READS) Space Headquarters
priority: "Injured female prisoner taken
after attack on communications base, /

160. 3 E
MCU BLAKE

Planet Centro to be held for
treatment and interrogation..." /

BLAKE: She's alive!

161. 1 G
VILA/AVON

(THE ALL RESPOND
TO THE NEWS)

VILA: I knew she wasn't dead!

PAN AVON to
BLAKE

AVON: No you didn't.

VILA: No I didn't.

(VILA STARTS AWAY TO
THE EXIT WITH:)

I'm going to tell Gan.

NEXT

- 102 -

On 1
Shot 161

AVON: "Treatment and interrogation"
That doesn't sound too promising.

JENNA: And look at that flight
leaves. It's not a deep space
escort and escort of interceptors.
They're not taking any chances...

BLAKE: She's alive. That's all
that matters.

PAN BLAKE to
ZEN with AVON
STILL IN FRAME

(BLAKE MOVES
SWIFTLY TO ZEN)

Zen -
Immediate course change. Direct
route to Centro. Speed: standard
by six.

ZEN: Confirmed.

BLAKE: I want a repeat read-out
of everything on the
data banks concerning Centro.
The whole lot again. economic, and
socio-historical profiles. The whole
lot again.

ZEN: Confirmed.

BLAKE: I want it now...

ZEN: The banks are collating
the information. Liberator
is the course heading...
now.

AVON: Blake, what are you planning?
What, exactly, have you got
in mind?

BLAKE: I'm not sure yet. /

163. 4 B
MCU JENNA

1 NEXT

On 4
Shot 163

164. 1 G
2S: AVON/BLAKE
165. 4 B
MCU JENNA
166. 1 G
2S: AVON/BLAKE A/B
- BLAKE AWAY -
EASE BACK TO
BRING IN JENNA
- JENNA: We could make
a really fast strike. They
wouldn't be expecting anything.
- AVON: Oh I admire your confidence.
- JENNA: Surprise is the
only thing we've got on our
side.
- BLAKE: (THOUGHTFULLY) Yes.
Well, however we do it, one way
or another we are going to get
Cally out of there.

(Story: Model Shot 8 -
LIBERATOR in space and just starting to turn)

MODEL SHOT M8 on MUTE TK REEL (main recording)

LS LIBERATOR in space -
starts to turn anti-clockwise
DUR: 0'05"

(3E)

42A. INT. FLIGHT DECK. NIGHT

167. 3 E / ZEN VISUAL / ZEN: The banks have collated
the required information.
Liberator turning now on to new
course heading

VT EDIT: Model Shot 9 (contn. of 8 above)
LIBERATOR comes towards, over cam.
and OOS. top of frame.
DUR: 0'06"

MIX TO:

168. 3 E CAP. 1 (Rpt.)
Planet Centero -
one side lit by sun

T/I to lit side

(Story: TK 8 - Guards drag
CALLY along corridor)

From Model Shot 9
then CAP. - CENTERO

- 106 -

TK 8: Interrogation
Room/Control Room

TELECINE 8 DUR:0'30"

S.O.F.

Ext. Interrogation Block. Day

GUARDS are swarming up
a ladder to the roof,
where they are seen on patrol
against the skyline.
More armed
GUARDS march past the iron
door. Z/I to the door.

Int. Corridor. Day

More Armed GUARDS marching
along the corridor and
TWO GUARDS drag the
unconscious CALLY between
them towards the Interrogation
Room.

From TK
Guards dragging
Cally along corridor

- 107 -

43: Travis' office

43. INT. TRAVIS' OFFICE. DAY

(TRAVIS WORKING;
ESCON CROSSES INTO SHOT)

100. 1 D /
TRAVIS -
ESCON ENTERS

ESCON: Base Commander Escon
reporting Sir.

TRAVIS: Yes Base Commander.

ESCON: I've escorted the prisoner
to the Interrogation Room and my men
have been briefed and they're to stay
out of sight until you give the signal.

TRAVIS: Good. Blake is to get
right inside this building before
anyone makes a move.

ESCON: Understood, Sir.

101. 2 A
2S: TRAVIS/ESCON

TRAVIS: Sit down Base Commander.

ESCON: Thankyou sir.

TRAVIS: How are your units
deployed?

ESCON: We have the whole area
circled. Squads on every roof.
Destructors with wide firing spreads
round every wall. / Once he's
inside there's no way he can get
out again.

102. 1 D
MCU TRAVIS

TRAVIS: Good.

2 NEXT

- 107 -

On 1
Shot 102

- 108 -

43: Travis' office

Z/I

TRAVIS: Space watch reports?

ESCON: An unidentified ship entered our upper atmosphere about an hour before you arrived.

TRAVIS: Blake's?

ESCON: We assume so.

103. 2 A
MCU ESCON

TRAVIS: Why? /

ESCON: Because it came in close and then raced back out again. Our guess is that it was doing a fast ground survey. /

104. 1 D
MCU TRAVIS

TRAVIS: Seems reasonable. Where is it now? /

105. 2 A
MCU ESCON

ESCON: In fixed orbit. About a quarter of a million out. /

106. 1 D
MCU TRAVIS

TRAVIS: (THOUGHTFULLY) A quarter of a million? They won't be able to use their teleport at that range. They'll have to come in closer. And they can't do that without our knowing it.... /

107. 2 A
MCU ESCON

which leaves just one chance factor. Exactly where they'll teleport down. / The odds are

108. 1 D
MCU TRAVIS

against them being able to zero in on the interrogation room.

2 NEXT + Cams. 5 (CSO)
3 (CAP)

- 108 -

44. INT. M.S.D. ROOM + TRAVIS/ESCON SCENE

109. 2 A /5 X(CSO)/3 A(CAP) (TWO TECHNICIANS,
MCU ESCON ON MONITOR 'TARN' & 'LUXOR', ARE
with TARN/LUXOR BUSILY OPERATING A MACHINE,
WORKING PART OF WHICH IS A
MONITOR. OVER THE
MONITOR WE SEE THE
TRAVIS/ESCON PICTURE
AND DIALOGUE CONTINUED)

ESCON: I think we have that
beaten too, sir. /

TRAVIS: Oh?

ESCON: My research people have rigged
rigged the entire complex with an
M.S.D.

TRAVIS: What?

45. resume INT. TRAVIS' OFFICE

(110. 2 A contd.) ESCON: A Molecular Shift Detector, /
MCU ESCON cont. Sir. Apparently there is an
enormous kinetic potential set up
by teleport communications. A
rough analogy would be the static
build-up of an electrical storm. /

111. 1 D
CU TRAVIS

TRAVIS: (WRYLY) Yes, well I'm
always grateful for a rough
analogy; what does it do?

112. 2 A
MCU ESCON

ESCON: It tells us exactly where
and when they land.

113. 1 D
MCU TRAVIS

TRAVIS: It's perfect.

On 1
Shot 113
(TRAVIS)

ESCON: He still may not come.

TRAVIS: (CONFIDENTLY) Oh ...
he'll come. He wouldn't
abandon the girl, not Blake.

(THEN, VERY BUSINESSLIKE)

ESCON
RISES INTO

114. 2 A
2S: TRAVIS/ESCON

Right, it starts now. Get under
cover/- and - Base Commander,
remember, Blake is to get right inside
the building; let him find me and
the girl before anybody makes a move.
Is that clearly understood?

115. 1 D
1½ shot: TRAVIS/ESCON

(ESCON NODS HIS
UNDERSTANDING)

ESCON: Understood Sir.

ESCON X'S L.OOS
TRAVIS X'S R.OOS

(ESCON SALUTES AND
EXITS L.

TRAVIS EXITS R.
INTO INTERROGATION ROOM)

VISUAL FX SHOT NEXT - Corridor window exploding outwards

(Story: TK9- Interrogation)

WHITE OUTLINE FX AT END

TELECINE SEQUENCE 9

DUR: 3' 33"

S.O.F.

Int. Interrogation Room

TRAVIS enters and crosses to CALLY who is strapped into a chair, with a disc attached to her forehead.

TRAVIS: I hope you're not too uncomfortable - won't be long now.

CALLY: (FAINTLY) You are wasting your time. Blake will not risk his ship and his crew just for me

TRAVIS: I've studied that man till I know him better than I know myself ... he has one reliable flaw loyalty. He'll come for you. I'll stake my life on it.

FX: TRANSCEIVER
'BLEEPS'

TRAVIS crosses to the transceiver and answers it.
We see CALLY's Liberator gun on the table.

TRAVIS: Yes...

TELECINE 9 contd.

TK9 : Interrogation Rm.

(Int. Interrogation Room)

ESCON'S V/O: No movement yet
from Blake's ship, Sir. Still
holding fixed orbit.

TRAVIS: Let me know the minute
it starts in.

ESCON'S V/O: Yes, sir.

(TRAVIS MOVES
BACK TO CALLY.
HE SWINGS THE
CHAIR CASUALLY
SO THAT ITS
BACK IS NOW
TOWARD THE
DOOR.)

OPERATES A CONTROL

CALLY'S MUSCLES
SPASM AND SHE
GOES RIGID)

TRAVIS: I'm sorry about this but I
don't want you doing anything foolish
like shouting out for help. Now
this won't hurt.

TRAVIS goes to
wall and operates
a control -

(CALLY'S MUSCLES SPASM
AND SHE GOES RIGID
SATISFIED THAT HER
MUSCLES ARE LOCKED AND
SHE CANNOT CRY OUT,
TRAVIS LEAVES THE
ROOM)

TELECINE 9 contd.

Int. Corridor outside Interrogation Room.
DAY

(TRAVIS starts for the foyer.
His footsteps echo in the
empty corridor. He is
alert and sharp eyed.

He walks to the main
door and exits.

CUT:

Ext. Interrogation Block. DAY

TRAVIS steps out and walks
around the immediate area.
We take his V.P. to show (3 Ext. shots of plant)
the empty silent area.
TRAVIS is satisfied. He
goes back inside.

CUT:

Int. Corridor Corridor. Day.

TRAVIS walks back down to the
interrogation room. As
he reaches its door, he
turns and looks back up the
corridor. We see it from
his V.P. The corridor is
empty and ready.

TRAVIS re-enters the
interrogation room.

TELECINE 9 contd.

(Int. Interrogation Room)

(TRAVIS CLOSES THE DOOR
BEHIND HIM AND THEN
CROSSES TO THE CHAIR.
IT'S HIGH BACK TOWARD
HIM. HE STARTS TO
TURN IT.

WE SEE HIS REACTION
OF ASTONISHMENT,
AND THEN REVEAL THAT
THE CHAIR IS EMPTY.

CALLY STOPS INTO
LIGHT ON A CORNER
OF THE ROOM.)

BLAKE: Over here.

TRAVIS: How - ?

(BEFORE HE CAN SAY
MORE, A FOREARM
LOCKS AROUND HIS
THROAT FROM BEHIND
AND HOLDS A GUN
TO HIS TEMPLE.

WE REVEAL BLAKE
HOLDING TRAVIS IN
AN IRON GRIP)

BLAKE: A trick I learned from you
Travis...I got here first. Take
his gun Cally.

(CALLY MOVES ACROSS
AND TAKES TRAVIS'
SIDE ARM. SHE
COVERS HIM WITH IT.)

TELECINE 9 contd.

(Int. Interrogation Room)

CALLY: (SOFTLY) Know this.
Your interrogators caused me much
suffering. I should like a reason
to kill you. One small movement will
be enough.

(TRAVIS STAYS VERY
STILL. BLAKE SPEAKS
INTO THE TELEPORT
COMMUNICATOR)

BLAKE: I've got her Jenna...Bring
the ship to teleport range.

JENNA: (V.O.) On our way...

CALLY: Now Travis, your turn. You
get in the chair...

(TRAVIS OFFERS NO
RESISTANCE AND SITS.
WE SEE HIM TOUCH
HIS FIRING 'HAND')

BLAKE PUTS HIS
GUN AWAY.

CALLY RELAXES HERS)

BLAKE: Don't feel too badly Travis.
After all...it was an ambush
technique you devised.

TRAVIS: You're not out of this yet.

TELECINE 9 contd.

(Int. Interrogation Room)

(CALLY SECURES TRAVIS'
HANDS INTO THE CHAIR.
ESCON'S VOICE ISSUES
FROM THE
TRANSCIEIVER)

ESCON V/O: Blake's ship is moving...
Coming in very fast.

BLAKE: We'll be leaving you in about
three minutes. I should use the
time to think up an excuse for your
failure.

TRAVIS: You'd better kill me Blake.
Until one of us is dead, there'll
never be a time when I won't be right
behind you.

BLAKE: If not you, then somebody
else. Killing you will change
nothing. You don't matter enough
to kill, Travis.

(BLAKE MOVES ACROSS TO
THE DOOR AND OPENS IT
CAUTIOUSLY TO PEER OUT.

BLAKE IS JUST OFF TO
ONE SIDE, BUT LIKELY
TO MOVE DIRECTLY IN
TO LINE.

CALLY IS STANDING
BESIDE THE CHAIR.

WE ARE CLOSE ON
TRAVIS' GLOVED HAND.
WE SEE IT TENSE.
THERE IS THE SLIGHTEST
OF CLICKING SOUNDS.

CALLY GLANCES DOWN,
PUZZLED.

TELECINE 9 contd.

(Int. Interrogation Room)

IN ALMOST THE SAME
INSTANT BLAKE MOVES
IN TO THE DIRECT LINE
OF FIRE. TRAVIS
CLENCHES HIS HAND TIGHT.
AT PRECISELY THE SAME
MOMENT, CALLY REALISES
THE DANGER.

SHE SCREAMS AT BLAKE.)

CALLY: Blake, get down!

(BLAKE DIVES FOR THE
FLOOR. THE BLAST
FROM TRAVIS' HAND
HITS THE DOOR JUST
ABOVE HIM, WITH
EXPLOSIVE FORCE.
FRUSTRATED, TRAVIS
STRUGGLES TO GET A
SHOT AT BLAKE.
HE FIRES AGAIN.

CALLY SWIVELS THE
CHAIR SO THAT BLAKE
IS OUT OF THE LINE
OF FIRE.

BLAKE CROSSES TO TRAVIS
AND USING A PIECE OF
METAL TUBE, HAMMERS DOWN
ON TRAVIS' HAND. THE HAND
EXPLODES IN A SHOWER OF
ELECTRICAL SPARKS.)

BLAKE: Watch the door Cally...They'll
be coming now!!!

(CALLY RACES TO THE
DOOR AND WATCHES
ALONG THE CORRIDOR.

BLAKE SPEAKS FROM /contd.)....
THAT HIS TRAVEL BRAG...

TELECINE 9 contd.

The room is open to attack
and through the gap we
glimpse FEDERATION GUARDS
running.

BLAKE speaks urgently
into his travel bracelet -

BLAKE: How long Jenna?

JENNA: (V/O) Ninety seconds.

BLAKE: Make it faster!

CALLY shouts at BLAKE
from her position at the door -

CALLY: They're coming!

BLAKE: Get down!

CALLY slams the door and
presses against the wall.
There is a tremendous roar
of weaponry and the door
virtually disintegrates in
an explosion.

TRAVIS shouts at the
oncoming GUARDS -

TRAVIS: Take them!

From BLAKE's travel
bracelet comes JENNA's voice-

JENNA: (V/O) In teleport range
now.

TRAVIS: It doesn't matter about me.

TELECINE 9 contd.

JENNA: (V/O) We're bringing
you up.

TRAVIS: I order you to take them.

CALLY and BLAKE
DEMATERIALIZE... /WHITE OUTLINE FX/

The GUARDS rush in
and TRAVIS shouts -

TRAVIS: Don't stand there you
idiots! Launch the interceptors!

END OF TELECINE 9

From TK
BLAKE/CALLY dematerialize

46: Teleport

CALLY - LIB. GUN & TRAVIS' GUN
BLAKE - LIB. GUN

4A 1A 5A (5X CSO)

22. 1 A TELEPORT 46. INT. LIBERATOR TELEPORT. NIGHT

5 X (CSO)
CALLY/BLAKE
MATERIALISE -
Shake-Up FX
(BLAKE & CALLY
MATERIALIZE & REPLACE
GUNS INTO HOLSTERS)

(JENNA, AVON & VILA
ARE RELIEVED.)

23. 1 A
AVON/VILA

VILA: Welcome back. We thought
you'd decided to stay. /

24. 5 A
CALLY/BLAKE

BLAKE: Bit close that time, Jenna. /

25. 4 A
MS JENNA

VILA: Anyway, we're glad you're
safe, (TO AVON) aren't we? - aren't
we?

26. 1 A
AVON/VILA

AVON: (QUIETLY, ODDLY SINCERE)
Yes, I'm glad you're alright. /

27. 5 A
BLAKE COMES TO
DESK AND USES R/T

(BLAKE COMES FORWARD)

BLAKE: Those interceptors will be
lifting off any minute now. Let's get on
with it. (JENNA/VILA RUN OFF
TO THE FLIGHT DECK:
BLAKE TO R/T BUTTON) -

BLAKE: (contd.) Gan, get the
ship moving. Full interceptor
evasion.

(Story: Sc. 47 - FLIGHT DECK)

From Sc. 46 -
TELEPORT

- 121 -

47: Flight Deck

(3E)

47 . INT. LIBERATOR FLIGHT DECK. NIGHT

169. 3 E /
GAN/ZEN

(GAN AT CONTROLS.
JENNA, VILA & AVON
RUN IN - BACKGROUND)

(OTHERS CROSS
SHOT B/G)

EASE TO JENNA

GAN: Check. (TO ZEN) Zen -
battle computers to interceptor
evasion. Then take us out. Speed
standard by six.

SOUND FX:
ENGINE LEVEL
RISES

ZEN: Your instructions are confirmed.
Speed is now standard by six.

(Story: Sc. 48 - TELEPORT)

- 121 -

48. LIBERATOR TELEPORT SECTION. NIGHT

46. 5 A
BLAKE GOING - PAUSES / (BLAKE DIVESTS HIMSELF
OF HIS GUN AND IS
ABOUT TO JOIN THE
OTHERS ON THE FLIGHT
DECK.

CALLY DELAYS HIM)

CALLY: (CALLS) Blake!

PAN HIM TO
CS WITH CALLY

(BLAKE HALTS -
THEN X'S TO HER)

... Thank you ...

47. 4 A BLAKE: Too many of my friends
are already dead Cally. / I can't
2S: BLAKE/CALLY afford to lose another one. / (PAUSE)
(BLAKE LOOKS DOWN)

47A. 1 ... Travis' gun - I'll take that....
CS GUN / Come on.

47B. 4 A (SOUND OF GUN FIRING)
2S: BLAKE/CALLY

47C. 5 A (THEY EXIT)
2S - THEY EXIT

From Sc. 48 - TELEPORT

TK 10: Finale

TELECINE SEQ. 10 DUR: 0'22"

S.O.F.

TRAVIS is still sitting
in his chair. A
TECHNICIAN is making
emergency repairs to his hand.

TRAVIS waves the TECHNICIAN
away.

MODEL SHOT 10
LIBERATOR into shot top
of frame, then receding
into distance.

TRAVIS: Run Blake, run/as far
and as fast as you like. I'll
find you. / You can't hide from
me. I am your death, Blake.

Resume TELECINE 10
CU TRAVIS

EDIT TO
CLOSING TITLES

117. On CAPTION
 "STARS"

GRAMS:
SERIES CLOSING
MUSIC (Tape)

S/I

DUR: 1'15"

TJ 1

Blake
GARETH THOMAS

TJ 2

Jenna
SALLY KNYVETTE

TJ 3

Avon
PAUL DARROW

TJ 4

Cally
JAN CHAPPELL

TJ 5

Vila
MICHAEL KEATING

TJ 6

Gan
DAVID JACKSON

TJ 7

Zen
PETER TUDDENHAM

TJ 8

Travis
STEPHEN GREIF
Servalan
JACQUELINE PEARCE

TJ 9

Prell
PETER CRAZE
Rontane
PETER MILES
Bercol
JOHN BRYANS

/contd..

SLIDES S/I over
STAR CAPTION on CAM. 3

MUSIC contd.

TJ 10

Escon
IAN CULLEN
Rai
IAN OLIVER
Eldon
ASTLEY JONES

TJ 11

Production Assistant
GEOFFREY MANTON
Production Unit Manager
SHEELAGH REES
Visual Effects Designers
IAN SCOONES
MAT IRVINE

TJ 12

Series created by
TERRY NATION

TJ 13

Film Cameraman
KEN WILLICOMBE
Film Recordist
GRAHAM HARE
Film Editor
M.A.C. ADAMS

TJ 14

Studio Lighting
BRIAN CLEMETT
Studio Sound
CLIVE GIFFORD
Special Sound
RICHARD YEOMAN-CLARK
Electronic Effects
A.J. MITCHELL

TJ 15

Costume Design
BARBARA LANE
Make Up Artist
MARIANNE FORD
Graphics Designer
BOB BLAGDEN

/contd...

SLIDES S/I over
STAR CAPTION on Cam. 3

MUSIC contd.

TJ 16

Music by
DUDLEY SIMPSON
Stunt Co-ordinator
FRANK MAHER

TJ 17

Script Editor
CHRIS BOUCHER

TJ 18

Designer
ROBERT BERK

TJ 19

Producer
DAVID MALONEY

TJ 20

Directed by
VERE LORRIMER

TJ 21

'Federation Symbol'
BLAKE'S SEVEN
BBC-tv C1978

END OF RECORDING: DECEMBER 22, 1977 (Thursday)

(& Insert for Ep. 3: "CYGNUS ALPHA")

STUDIO: TC-3

BLAKE'S 7 Ep. 6: "SEEK-LOCATE-DESTROY"

VTC/6HT/B21949A

SCENE RECORDING ORDER: 19.30 - 22.00 THURSDAY, DECEMBER 22, 1977

PAGE	SHOTS	SCENE	CHARACTERS	SOUND	CAMS.
		Episode 3: "CYGNUS ALPHA":TK/STUDIO Insert VT EDIT into Spool 613203 - VTC/6HT/B21449/ED			
		<u>TELECINE: Fight Sequence Scenes 50/52</u>			
1/1E	1 - 5	Insert Shots + Smoke box to be taken over Telecine	KARA	Shouts "Gan!"	Cam. to be decided
//TELECINE: NOW LOAD MUTE REEL//					
2	6	VT CLOCK: <u>Episode 6: "SEEK-LOCATE-DESTROY"</u> CAPTION 1: CENTERO (follows Opening Titles; precedes MIX to TK 1)			5A 3A
3	7	<u>CAPTION: (VT EDIT END OF TK 1)</u> Ext. Sky. BLAKE'S p-o-v (imagined) + S/I PEA LIGHT which is Liberator		Tape: BLAKE V/O	3A (CAP) ? (LIGHT)
RECORD MUTE FILM: Model Shots 'LIBERATOR'					
4/5	8 - 12	1. TELEPORT SECTION "Tell him I've worked out a completely new strategy"	JENNA CALLY VILA GAN	Tape: BLAKE V/O	4A 1A 5A
RECORDING PAUSE: /5 to X/ - CSO dematerialization next					
5	13	1.(end of) VILA DEMATERIALIZES - <u>Molecular Shake-Up</u> FX	VILA		1A 5X (CSO) /5 to A/
6/7	14 - 17	7. TELEPORT SECTION "Blake, they're coming now"	JENNA AVON CALLY GAN	Tape: BLAKE V/O	4A 1A 5A
RECORDING PAUSE: /5 to X/ - CSO dematerialization next					
7	18	7.(end of) AVON/GAN/CALLY DEMATERIALIZES - <u>Molecular Shake-Up</u> FX	AVON GAN CALLY		1A 5X (CSO)

SCENE 8 NEXT - CYPHER ROOM

PAGE	SHOTS	SCENE	CHARACTERS	SOUND	CAMS.
8	19	8. CYPHER ROOM Avon/Gan/Cally MATERIALIZE - <u>White outline FX</u>	BLAKE VILA CALLY AVON GAN PRELL 2 LAB. TECHS. STUNT GUARD		3B 5X (CSO)

RECORDING PAUSE:

8	20	8 contd. CYPHER ROOM "Down & safe. Well done Jenna"	A/B		3B <u>3 to C</u>
9	21	21. CYPHER ROOM Group DEMATERIALIZE - <u>White Outline FX</u>	BLAKE AVON VILA GAN	Alarm FX	3C 5X (CSO)

10	22	46. TELEPORT Blake + Cally MATERIALIZE - <u>Molecular Shake-Up FX</u>	BLAKE CALLY		1A 5X (CSO)
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RECORDING PAUSE: 5 to A

10	23 - 27	46. contd. TELEPORT "Welcome back"	BLAKE CALLY JENNA AVON VILA		4A 1A 5A
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PAGE	SHOTS	SCENE	CHARACTERS	SOUND	CAMS.
11/12	28 - 33	2. TELEPORT SECTION Trio waiting to leave	JENNA CALLY AVON GAN		4A 1A 5A
13	34	9. TELEPORT SECTION Jenna alone - relieved	JENNA		1A
14	35	24. TELEPORT SECTION Group just returned - argument	AVON VILA GAN JENNA		5A
15/17	36 -45	27. TELEPORT SECTION Cally discovered to be missing	AVON BLAKE JENNA VILA GAN		4A 1A 5A
18	46 - 47	48. TELEPORT SECTION "I couldn't afford to lose another friend"	BLAKE CALLY		1A 5A

PAGE	SHOTS	SCENE	CHARACTERS	SOUND	CAMS.
19	48	3. CORRIDOR OUTSIDE CYPHER ROOM Lurk & skulk	VILA BLAKE		2A
20	49 - 50	4. INT. CYPHER ROOM Establishing scene	PRELL ELDON 2 LAB. TECHS. STUNT GUARD		1B 3B
21	51	5. CORRIDOR OUTSIDE CYPHER ROOM Ready, steady - go	BLAKE VILA		2A
22	52 - 53	6. INT. CYPHER ROOM Blake & Vila take over	BLAKE VILA PRELL 2 LAB. TECHS. STUNT GUARD		1B 3B
23/24	54 - 55	10. INT. CYPHER ROOM Prisoners taken out; Blake/Avon find cypher tube	BLAKE VILA CALLY GAN PRELL AVON 2 LAB. TECHS. STUNT GUARD		1B 3B
25	56 - 57	12. INT. CYPHER ROOM Gan starts setting in 2 charges	BLAKE AVON GAN		1B 3B
26	58	14. INT. CYPHER ROOM Gan completes setting charges	BLAKE AVON GAN		1B

PAGE	SHOTS	SCENE	CHARACTERS	SOUND	CAMS.
27/28	59 - 61	15. INT. CYPHER ROOM All have a go at pulling cypher tube free	BLAKE AVON GAN	Alarm FX	1B 3B
29/30	62 - 65	17. INT. CYPHER ROOM(except explosion) Guard's head at window; Blake fires	VILA BLAKE AVON GAN GUARD	Alarm FX	2C 1B 3B
31	66 - 67	19. INT. CYPHER ROOM Cypher tube pulled free; ready to go	GAN AVON BLAKE VILA	Alarm FX	2C 3B
32/24	68 - 78	39. LIMBO SETTING Cally in capsule; <u>INLAY</u> Travis on screen	CALLY TRAVIS MEDIC (OOV) 2 INTERRO- GATORS		3F 5X (CSO) 1H

SET M.S.D. ROOM into Limbo Setting - SCENE 44

PAGE	SHOTS	SCENE	CHARACTERS	SOUND	CAMS.
35	79 - 80	11. STORE ROOM Prisoners' entrance	ELDON CALLY GAN PRELL 2 LAB.TECHS. STUNT GUARD		1C 2B
36	81 - 82	13. STORE ROOM Door click	CALLY PRELL ELDON STUNT GUARD 2 LAB.TECHS.		1C 2B
37	83 - 85	16. STORE ROOM Vila's joke	CALLY PRELL VILA ELDON STUNT GUARD 2 LAB.TECHS.	Alarm FX; Shooting outside	1C 2B
38	86 - 88	18. STORE ROOM Cally knocked out	CALLY PRELL STUNT GUARD 2 LAB.TECHS.	Alarm FX	1C 2B
39	89	18A. CORRIDOR Prell & Techs. running NB: REMOVE CALLY'S BRACELET	PRELL 2 LAB.TECHS.	Alarm FX	3X /3 to C/
40	90 - 97	18B. STORE ROOM Cally wins	CALLY STUNT GUARD	Alarm FX	1C 2B 5B
SET TRAVIS' OFFICE into Corridor Set - SCENES 43 - 45 CALLY TO ROSTRUM for Scene 20 next					
41	98 - 99	20. STORE ROOM Cally searching	CALLY	Alarm FX; Ticking	1C 3C

PAGE	SHOTS	SCENE	CHARACTER	SOUND	CAMS.
42/44	100 - 109	43. TRAVIS' OFFICE Plans to get Blake discussed	TRAVIS ESCON		2A 1D
44	110 - 112	44. M.S.D. ROOM Lab.Techs. working (CSO) with TRAVIS/ESCON dialogue & picture cont. over MONITOR	TRAVIS } cont. ESCON } 2 LAB.TECHS. 'Tarn/ Luxor'		2A } contd. 1D } 5X (CSO) 3A Photocap
44/45	113 - 115	45. TRAVIS' OFFICE Plan continues to be revealed	TRAVIS ESCON		2A 1D
46	116	VT EDIT into SCENE 17 - CYPHER ROOM - Window explodes outwards into corridor			2A
47/49	117	CLOSING CREDITS: S/I over Stars 21 TJ SLIDES		CLOSING MUSIC (Tape) 1'15"	5?

BLAKE'S 7 Ep. 6: "SEEK -LOCATE-DESTROY"

VTC/6HT/B21949B

SCENE RECORDING ORDER: 19.30 - 22.00 FRIDAY, DECEMBER 23, 1977

PAGE	SHOTS	SCENE	CHARACTERS	SOUND	CAMS.
50	118 - 122	26. FLIGHT DECK Zen confirms pursuit by Interceptor rockets	BLAKE ZEN'S VOICE		3D 1E 4B <u>/3 to E/</u>
51/53	123 - 135	30. FLIGHT DECK "There was nothing you could have done ..."	BLAKE AVON JENNA GAN ZEN'S VOICE		3E 1E 4B <u>/1 to G/</u>
54/57	136 - 148	33. FLIGHT DECK + 'ANCHOR' Cypher tube reveals Travis' arrival Centro	BLAKE AVON JENNA GAN	Heterodyne FX	3E 1G 4B
58/59	149 - 156	38. FLIGHT DECK "I was sure I'd killed him"	VILA BLAKE AVON JENNA GAN		3E 1G 4B
60/63	157 - 166	42. FLIGHT DECK + 'ANCHOR' "Cally's alive" "Immediate course change - direct route to Centro" requested	JENNA BLAKE VILA AVON GAN ZEN'S VOICE		3E 1G 4B
64	167	42A. FLIGHT DECK "Liberator turning now on to new course.."	ZEN'S VOICE		3E
64	168	CAPTION: Planet Centro (Rpt.)			3E
65	169	47. FLIGHT DECK "Zen - take us out"	GAN JENNA VILA AVON	Engine level rises	3E

COMMAND HQ

PAGE	SHOTS	SCENE	CHARACTER	SOUND	CAMS.
66/70	170 - 189	37. COMMAND HQ Travis + projector + slides of Blake	TRAVIS SERVALAN		5C 4C 1F
STRIKE BP: SET FOR Scene 29					/1 to F/
72/77	190 - 214	29. COMMAND HQ "...to seek, locate and destroy Blake"	SERVALAN RONTANE BERCOL	<u>Door</u> Swish, Click <u>Tape</u> : SEC.V/O Curtains 'Swish'	5C 4C 1F
78/83	215 - 231	32. COMMAND HQ "The man is a butcher" then Arrival & est.Travis	SERVALAN RAI TRAVIS	'Bleep' <u>Tape</u> : SEC V/O <u>Door</u> Swish Click	5C 4C 1F
84/86	232 - 237	41. COMMAND HQ "He's able to read everything we transmit"	TRAVIS SERVALAN	<u>Tape</u> : PRELL V/O	5C 1F
86a/b	237A - 237D	29X. LIFT (VT EDIT into Sc. 29 - COMMAND HQ) "Nobody handles Servalan"	RONTANE BERCOL		5 4

PAGE	SHOTS	SCENE	CHARACTER	SOUND	CAMS.
87	238	23. WRECKED STORE ROOM Cally motionless (on rostrum)	CALLY		1C 2B
88/90	239 - 246	35. WRECKED STORE ROOM "It's the girl who was holding us prisoner"	TRAVIS PRELL CALLY ELDON 2 LAB.TECHS. GUARD (doubling Stuntman)		5B 1C 2B <div>2 to C 1 to B</div>
91/95	247 - 255	34. WRECKED CYPHER ROOM "They've found some- thing Sir, under the rubble"	PRELL TRAVIS 2 LAB.TECHS.	'Bleeper'	2C 1B 3B
96/97	256 - 257	40. WRECKED CYPHER ROOM Prell discovers it's the Cypher Tube that's missing	PRELL ELDON 4 LAB.TECHS.		2C 1B
See Index on pg. v OR Details on pgs. 98/125		RECORD TELECINE SEQUENCES ADDING WHITE OUTLINE FX to Near top of Sequence 1 Top of Sequence 2 Near end of Sequence 9 (item 11 on reel)			

PLEASE NOTE: All the action now takes place
on one planet - CENTERO

BLAKE'S 7 Episode 6: "SEEK-LOCATE-DESTROY"

SCENE RUNNING ORDER

PAGE NO.	SHOTS	SCENE/TELECINE	CHARACTERS	D/N	RECORDING DAY etc.
		35mm FILM: SERIES OPENING TITLES (approx. 0'40") + MUSIC (tape) S/I Episode/Author Credit			Pre-Recorded 2.12.7 VTC/6HT/B21534X Spool 919455
		MIX TO: CAPTION 1: Planet CENTERO in space with one side lit by sun. Z/I to sunny side and MIX TO: TELECINE SEQUENCE 1 Ext. Approach to Communications Centre: Security Robot on patrol.		D	
		TELECINE SEQ. 1A + WHITE OUTLINE EFFECTS BLAKE materializes			POST RECORD
		INSERT: BLAKE'S p-o-v SKY + STUDIO/Pea light which is LIBERATOR	+BLAKE V/O		
		1. TELEPORT SECTION (Vila dematerializes)	JENNA CALLY VILA GAN	N	
		TELECINE SEQUENCE 2 + WHITE OUTLINE FX Ext. Approach to Communications Centre: VILA materializes and joins BLAKE. They run to gate. Ext. Gate/Door at Communications Centre: VILA picks locks on gate/door - with the Robot not far away. They enter the complex and overcome Guards. Int. Linking Corridor: They move down corridor.		D	POST RECORD
		2. TELEPORT SECTION (Trio waiting to go)	JENNA CALLY AVON GAN	N	

BLAKE'S 7 Episode 6: "SEEK-LOCATE-DESTROY" SCENE RUNNING ORDER

PAGE NO.	SHOTS	SCENE/TELECINE	CHARACTERS	D/N	RECORDING DAY/NOTES
18		3. INT. CORRIDOR OUTSIDE CYPHER ROOM (lurk & skulk)	VILA BLAKE	D	I
19		4. INT. CYPHER ROOM (Establish Prell & Assistants)	PRELL ELDON STUNT GUARD 2 LAB. TECHNICIANS (NS)	D	I
20		5. INT. CORRIDOR OUTSIDE CYPHER ROOM (Ready?)	BLAKE VILA	D	I
21		6. INT. CYPHER ROOM (Blake & Vila take control)	BLAKE VILA PRELL 2 LAB. TECHNICIANS STUNT GUARD	D	I
22		7. TELEPORT SECTION (Cally, Avon & Gan de-materialize)	JENNA AVON CALLY GAN BLAKE V/O	N	I
23		8. INT. CYPHER ROOM (Cally, Avon & Gan materialize)	BLAKE VILA CALLY AVON GAN PRELL 2 LAB. TECHNICIANS STUNT GUARD	D	I
24		9. TELEPORT SECTION (Jenna relieved)- ship's log)	JENNA	N	I

BLAKE'S 7 Episode 6: "SEEK-LOCATE-DESTROY" SCENE RUNNING ORDER

PAGE NO.	SHOTS	SCENE/TELECINE	CHARACTERS	D/N	RECORDING DAY/NOTES
		10. INT. CYPHER ROOM (Prisoners removed; Blake/Avon find cypher tube)	BLAKE VILA CALLY GAN PRELL AVON 2 LAB. TECHNICIANS STUNT GUARD	D	
		11. INT. STORE-ROOM (Prisoners' entrance)	CALLY GAN PRELL 2 LAB. TECHNICIANS STUNT GUARD	D	
		TELECINE SEQUENCE 3 Int. Linking Corridor: GAN places 2 explosive charges into position		D	POST RECORD
		12. INT. CYPHER ROOM (Gan starts fixing more charges)	BLAKE AVON GAN	D	
		13. INT. STORE ROOM (Door click scene)	CALLY PRELL STUNT GUARD 2 LAB. TECHS. (NS)	D	
		14. INT. CYPHER ROOM (Gan cont. fixing)	BLAKE AVON GAN	D	
		TELECINE SEQUENCE 4 Ext. Communications Centre: peering out of entrance door sees Robot prowling about. One of the Guards hits alarm siren. Another Guard chases after VILA.		D	POST RECORD

	26. FLIGHT DECK (Zen confirms pursuit by Interceptors)	BLAKE ZEN'S VOICE	N	2
	27. TELEPORT SECTION (Cally discovered missing)	AVON BLAKE JENNA VILA GAN	N	1

NO SCENE 28

5.

BLAKE'S 7 Episode 6: "SEEK-LOCATE-DESTROY" SCENE RUNNING ORDER

PAGE NO.	SHOTS	SCENE/TELECINE	CHARACTERS	D/N	RECORDING DAY/NOTES
		15. INT. CYPHER ROOM (Avon/Blake/Gan all attempt to pull cypher tube free)	BLAKE AVON GAN	D	/ALARM FX over/
		TELECINE SEQUENCE 5 <u>Ext. Communications Centre:</u> Federation Guards running and entering building. <u>Int. Linking Corridor:</u> VILA fires at approaching Guards - a few fall and remainder fire at & pursue Vila.		D	
		16. INT. STORE-ROOM (Vila's joke)	CALLY PRELL 2 LAB. TECHNICIANS STUNT GUARD	D	
		17. INT. CYPHER ROOM (Guard's head at window - Blake fires. Gan still struggling)	VILA BLAKE AVON GAN GUARD (NS)	D	
		18. INT. STORE-ROOM (Cally knocked out)	CALLY PRELL 2 LAB. TECHNICIANS STUNT GUARD	D	
		18A. INT. CORRIDOR (Run down)	PRELL 2 LAB. TECHS.	D	
		18B. INT. STORE-ROOM (Cally wins)	CALLY STUNT GUARD	D	
		19. INT. CYPHER ROOM (Cypher tube freed - ready to go)	GAN AVON BLAKE VILA	D	

	MODEL SHOT 3 (VT EDIT) Liberator swiftly receding into tiny dot in sky		N	1
	24. TELEPORT SECTION (Trio, having just returned, have an argument)	AVON VILA GAN JENNA	N	1
				2

BLAKE'S 7 Episode 6: "SEEK-LOCATE-DESTROY" SCENE RUNNING ORDER

PAGE NO.	SHOTS	SCENE/TELECINE	CHARACTERS	D/N	RECORDING DAY/NOTES
		20. INT. STORE ROOM (Cally searching)	CALLY	D	ALARM FX OVER cont. 1
		21. INT. CYPHER ROOM (they dematerialize) NO SCENE 22	BLAKE AVON VILA GAN	D	1 ↓
		TELECINE SEQUENCE 6 <u>Ext. Communications Centre:</u> 4 explosions as charges detonate. Fire envelops plant. Robot shrieking.		D	LOCATION FILMING STAGE FILMING 1
		23. INT. <u>WRECKED</u> STORE RM. (Cally motionless - on rostrum)	CALLY	D	2

PAGE NO.	SHOTS	SCENE/TELECINE	CHARACTERS	D/N	RECORDING DAY/NOTES
		<u>MODEL SHOT 4 (VT EDIT)</u> <u>Ext. Federation Space Station</u> Stars - PAN R. to revolving Space Station		N	POST RECORD
		29. INT. COMMAND HQ (Seek-locate-destroy Blake!)	SERVALAN RONTANE BERCOL VOICE OVER	N	2
		<u>MODEL SHOT 5 (VT EDIT)</u> Liberator in space - moving		N	POST RECORD
		30. FLIGHT DECK NO SCENE 31	BLAKE AVON JENNA GAN ZEN'S VOICE	N	2
		<u>MODEL SHOT 6 (VT EDIT)</u> CS Space Station - wheel turning		N	POST RECORD
		32. INT. COMMAND HQ (Arrival & Est. Travis)	SERVALAN RAI TRAVIS VOICE OVER	N	2
		33. FLIGHT DECK (Now operative Cypher reveals Travis' arrival on Centro)	BLAKE AVON JENNA GAN	N	2
		34. INT. WRECKED CYPHER ROOM ("They've found something Sir under the rubble")	PRELL TRAVIS 2 LAB. TECHNICIANS (NS)	N	2

BLAKE'S 7 Episode 6: "SEEK-LOCATE-DESTROY" SCENE RUNNING ORDER

PAGE NO.	SHOTS	SCENE/TELECINE	CHARACTERS	D/N	RECORDING DAY/NOTES
		35. INT. WRECKED STORE ROOM ("It's the girl who was holding us prisoner!") NO SCENE 36	TRAVIS PRELL CALLY 2 LAB. TECHNICIANS STUNT GUARD (NS)	D	2
		MODEL SHOT 7 (VT EDIT) Space Station		N	POST RECORD
		37. INT. COMMAND HQ (Travis+Projector+ Slides of Blake)	TRAVIS SERVALAN	N	2
		38. FLIGHT DECK ("I was sure I'd killed him")flashback	VILA BLAKE AVON JENNA GAN	N	2
		39. LIMBO (Cally in capsule)	CALLY TRAVIS MEDIC 2 INTERROG-ATORS (NS)	N	1
		40. INT. CYPHER ROOM (Prell discovers missing cypher tube)	PRELL ELDON 4 LAB. TECHS. (NS)	D	2

PAGE NO.	SHOTS	SCENE/TELECINE	CHARACTERS	D/N	NOTES
102 103		41. INT. COMMAND HQ	TRAVIS SERVALAN PRELL V/O	N	2
104 105		42. FLIGHT DECK	JENNA BLAKE VILA AVON ZEN'S VOICE	N	2
106 107		43. CONT. FLIGHT DECK (V/I) CUT Operator heads away			
108 109		43. CONT. FLIGHT DECK Jenna Blake Vila Avon			
110		Rpt. CAPTION 1 <u>Ext. Planet Centro</u> in space and zoom in		N	1
111		TELECINE SEQUENCE 8 <u>Ext. Interrogation Block</u> Security activity in preparation for Cally's arrival. <u>Int. Corridor:</u> Guards dragging unconscious CALLY up corridor.		D	POST RECORD
112		43. TRAVIS' TEMP.OFFICE (Plans for grounding Blake discussed)	TRAVIS ESCON	D	1
113		43.contd. TRAVIS'OFFICE+ 44. INT. M.S.D. ROOM Travis/Escon dialogue contd. over monitor in M.S.D. Room	2 LAB.TECHS. (NS) TRAVIS ESCON		
114		45. Cont. TRAVIS/ESCON dialogue	TRAVIS ESCON		

BLAKE'S 7 Episode 6: "SEEK-LOCATE-DESTROY" SCENE RUNNING ORDER

PAGE NO.	SHOTS	SCENE/TELECINE	CHARACTERS	D/N	RECORDING DAY/NOTES
120		<p><u>TELECINE SEQ. 9:</u></p> <p>Int. Interrogation Room: TRAVIS interrogates CALLY. TRAVIS down corridor to -</p> <p>Ext. Interrogation Block: Looks around, satisfied, then returns into -</p> <p>Int. Interrogation Room: TRAVIS finds chair empty!, & has stepped into BLAKE/CALLY's trap. TRAVIS fires at them, but misses. BLAKE smashes TRAVIS' hand, which explodes.</p> <p>Int. Interrogation Room; TROOPS firing at door. BLAKE pushes TRAVIS into line of fire.</p>	<p>TRAVIS</p> <p>CALLY</p> <p>BLAKE</p> <p>TROOPS</p> <p>GUARDS</p> <p>BLAKE</p> <p>CALLY</p>	D	POST RECORD
		<p><u>TELECINE SEQ. 9A + WHITE OUTLINE EFFECTS</u></p> <p>Just in time, BLAKE AND CALLY dematerialize</p>			POST RECORD
		<p>46. TELEPORT SECTION</p> <p>(Cally & Blake re-materialize)</p>	<p>BLAKE</p> <p>CALLY</p> <p>JENNA</p> <p>AVON</p> <p>VILA</p>	N	
		<p>47. FLIGHT DECK</p> <p>("Zen - take us out")</p>	<p>GAN</p> <p>JENNA</p> <p>VILA</p> <p>AVON</p>	N	
		<p>48. TELEPORT ("I couldn't afford to lose another...")</p>	<p>BLAKE</p> <p>CALLY</p>	N	
		<p><u>MODEL SHOT 10 (VT EDIT)</u></p> <p>Liberator from stationary posn. into fast turn and move away</p>		N	POSTRECORD
130		<p><u>TELECINE SEQUENCE 10</u></p> <p>Int. Interrogation Room: TRAVIS seated in chair having hand repaired. "Run Blake I am your death, Blake"</p>	<p>TRAVIS</p> <p>TECH.</p>	D	POST RECORD
		<p>CLOSING CREDITS: S/I TJ SLIDES + MUSIC (Tape)</p>	<p>DUR: 1'15" approx.</p>		+ CLOSING MUSIC